

Implications of Design

1.

```
class ListNode {  
    public:  
        T & data;  
        ListNode * next;  
        ...  
}
```

2.

```
class ListNode {  
    public:  
        T * data;    ...  
}
```

3.

```
class ListNode {  
    public:  
        T data;    ...  
}
```