

Flip

We've been doing a lot with Linked Lists because they are an important data structure that you will learn more about if you take CSE 331. Let's have you write a function that works with them.

Write a function called `Flip` that takes an pointer to a `Node`. `Flip` doesn't return anything, instead it changes the data member named `on` from true to false, or false to true. Please note that `Node` objects have a data member named `next` that is a pointer to the next `Node`. Be sure to also flip those nodes.

Put your code the files named "Flip/header.hpp" and "Flip/implementation.cpp". A file named "Node.hpp" is provided, but should not be changed.
