

```
public class Node {
   private int value;
   protected Node next;
   public Node () {
      this.value = 0;
      this.next = null;
   }
   public Node (int value) {
      this.value = value;
      this.next = null;
   }
   public Node (int value, Node next) {
      this.value = value;
      this.next = next;
   /* Purpose: get the value of this Node
    * Parameters: none
    * Returns: int - this node's value */
   public int getValue() {
      return value;
   /* Purpose: set the value of this Node to value
    * Parameters: int value - the new value for the node
    * Returns: void - nothing */
   public void setValue(int value) {
      this.value = value;
   }
   /* Purpose: get the next of this Node
    * Parameters: none
    * Returns: Node - the node after this node in the list */
   public Node getNext() {
      return next;
   /* Purpose: set the next of this Node to next
    * Parameters: Node - the node to set to this node's next
    * Returns: void - nothing */
   public void setNext(Node next) {
      this.next = next;
   }
}
```



```
public class NodeTester {
  public static void main (String[] args) {
    /* 1a. create a new blank (value 0) node n1 */
    /* 1b. create a new node n2 with a value of 9 */
    /* 1c. print the values in n1 and n2 */
    /* 2a. connect n1 to n2 such that n2 is before n1 */
    /* 2b. print the values of n1 and n2 without using n1 */
    /* 3a. create a new node n3 with a value of 20 */
     /* 3b. assign our n1 variable so that it also references
           the newly created node with data value 20 */
    /* 3c. Can you still print the values in all 3 nodes? */
```

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/* 4a. connect n3 to the other two nodes such that n3 is
       in between the other two */
  /* 4b. print all 3 values using only the n2 variable.
       That is, you cannot use the variables n1 or n3 */
  /* 5. Create a method that accepts a node as a parameter
       and prints out the value of the given node as well
       as the values of all nodes that follow it. */
}
```