

```
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;
    }
}
```

```

/* 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. */

}

```