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//
// CPTN278_A6_Node_Bettle1.cpp
//
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//
// Node Class Body File.
//
#include "CPTN278_A6_Node_Bettle1.h"

Node::Node()
{
    flink = 0;
    blink = 0;
    number = 0;
}

void Node::set_flink(Node *value)
{
    flink = value;
    return;
}

Node *Node::get_flink(void)
{
    return flink;
}

void Node::set_blink(Node *value)
{
    blink = value;
    return;
}

Node *Node::get_blink(void)
{
    return blink;
}

void Node::set_number(int value)
{
    number = value;
    return;
}

int Node::get_number(void)
{
    return number;
}

void Node::display(void)
{
    cout << number;
    return;
}

Node::~~Node()
{
    // Do nothing destructor
}
```