```cpp
//
// CPTN278_A6_Node_Bettle1.h
//
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//
// Node Class Header File.
//
// Node only has public Data Members so it is the same as a Struct.
//
#ifndef NODE_H
#define NODE_H

#include <iostream>
#include <iomanip>
#include <string>
using namespace std;

class Node
{
private:

    Node *flink;
    Node *blink;
    int number;

public:

    Node();
    void set_flink(Node *);
    Node *get_flink(void);
    void set_blink(Node *);
    Node *get_blink(void);
    void set_number(int);
    int get_number(void);
    void display(void);
    ~Node();
};
#endif
```