

```

1  package Assign_4;
2
3
4  /** This class references the node being used.
5      *
6      * @author S. Fenwick
7      *
8      * @version 1.0 (March. 2017)
9      */
10 class Node{
11
12     Product item; //product to be sold
13     Node next; //next node
14
15     Node(Product p, Node n){
16
17         item = p;
18         next = n;
19
20     } //constructor
21
22 } //Node

```