```
1    package Assign_2;
2
3    /** This class references the node being used.
4     *
5     * @author S. Fenwick
6     *
7     * @version 1.0 (Feb. 2017)                                              */
8
9    class Node{
10
11      Job item; //job to be printed
12      Node next; //next node
13
14      Node (Job j, Node n){
15
16         item = j;
17         next = n;
18
19      } //constructor
20
21   } //Node
```