/\*\*

\* A class that represents a node to be used in a linked list.

\* These nodes are singly linked.

\*

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\* @version July 27, 2005

\*/

public class ListNode

{

// instance variables

// the data to store in this node

private Object myData;

// the link to the next node (presumably in a list)

private ListNode myNext;

/\*\*

\* default constructor

\* pre: none<br>

\* post: getData() = null, getNext() = null

\*/

public ListNode()

{ this(null, null);

}

/\*\*

\* create a ListNode that holds the specified data and refers to the specified next element

\* pre: none<br>

\* post: getData() = item, getNext() = next

\* @param item the data this ListNode should hold

\* @param next the next node in the list

\*/

public ListNode(Object data, ListNode next)

{ myData = data;

myNext = next;

}

/\*\*

\* return the data in this node

\* pre: none<br>

\* @return the data this ListNode holds

\*/

public Object getData()

{ return myData; }

/\*\*

\* return the ListNode this ListNode refers to

\* pre: none<br>

\* @return the ListNode this ListNode refers to (normally the next one in a list)

\*/

public ListNode getNext()

{ return myNext; }

/\*\*

\* set the data in this node

\* The old data is over written.<br>

\* pre: none<br>

\* @param data the new data for this ListNode to hold

\*/

public void setData(Object data)

{ myData = data; }

/\*\*

\* set the next node this ListNode refers to

\* pre: none<br>

\* @param next the next node this ListNode should refer to

\*/

public void setNext(ListNode next)

{ myNext = next; }

}