

```
1  #include <cstdlib>
2
3  using namespace std;
4
5  #ifndef SLNODE_H
6  #define SLNODE_H
7
8  class SLNode
9  {
10     public:
11
12     /***** constructor/destructor declarations *****/
13
14     SLNode();
15     SLNode( int contents );
16     ~SLNode();
17
18     /***** public function declarations *****/
19
20     void setContents( int &contents );
21     int getContents() const;
22
23     void setNextNode( SLNode *nextNode );
24
25     SLNode* getNextNode() const;
26     SLNode*& getNextNode();
27
28     private:
29
30     /***** private variable declarations *****/
31
32     SLNode *nextNode;
33     int contents;
34 };
35
36 #endif
```