

```

1  #include "SLNode.h"
2
3  /***** constructor/destructor definitions *****/
4
5  SLNode::SLNode()
6  : nextNode( NULL ), contents( 0 )
7  {
8      /* empty */
9  }
10
11 SLNode::SLNode( int contents )
12 : contents( contents ), nextNode( NULL )
13 {
14     /* empty */
15 }
16
17 SLNode::~SLNode()
18 {
19     nextNode = NULL;
20 }
21
22 /***** accessor/mutator function definitions *****/
23
24 void SLNode::setContents( int &contents )
25 {
26     this->contents = contents;
27 }
28
29 int SLNode::getContents() const
30 {
31     return contents;
32 }
33
34 void SLNode::setNextNode( SLNode *nextNode )
35 {
36     this->nextNode = nextNode;
37 }
38
39 SLNode* SLNode::getNextNode() const
40 {
41     return this->nextNode;
42 }
43
44 SLNode*& SLNode::getNextNode()
45 {
46     return this->nextNode;
47 }
48

```