

```
class LinkNode {
    friend class List; // List class can modify me
public:
    LinkNode() { next = 0; data = 0; }
    ~LinkNode() { if (data) delete data; data = 0; }
private:
    LinkNode *next; // "SRO"
    MyDataType *data;
    MyDataType *data; // such as Time
}
```