

<b>Name:</b>	ItemNode
<b>Base class(es)</b>	None
<b>Purpose:</b>	A list node object that holds an object of type Item.
<b>States:</b>	
<b>Constructors:</b>	ItemNode(); ItemNode(const Item&, ItemNode*, ItemNode*);
<b>Operations:</b>	Void setItem(const Item&); Void setNext(ItemNode*); Void setPrev(ItemNode*);
<i>Mutators:</i>	
<i>Accessors:</i>	Item getItem() const; ItemNode* getNext(); ItemNode* getPrev();
<b>Fields:</b>	Item value; ItemNode* next, prev;