
```
package Stack;
public class Stack_Item{
    private Object value;
    Stack_Item next;
    public Stack_Item(Object stackItem){
        value = stackItem;
        next = null;
    }
    public Stack_Item get_next(){
        return next;
    }
    public void set_next(Stack_Item stackItem){
        next = stackItem;
    }
    public Object get_item(){
        return value;
    }
} //end Stack_Item class
```