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IntNodeArray

- front : IntNode*
- size : int
- + IntNodeArray(int) : constructor
- + getSize(): int
- + getFromIndex(int) : int
- + setAtIndex(int index, int value) : void

IntNode

- nodeData : int
- nodePointer : IntNode *
- + getNodeData(): int
- + getNodePointer() : IntNode *
- + setNodeData(int) : void
- + setNodePointer(IntNode *) : void
- + IntNode(): constructor
- + IntNode(int) : constructor
- + IntNode(int, IntNode *) : constructor

Node<Type>

- nodeData : Type
- nodePointer : Node<Type> *

Constructors

- + Node<Type>(): constructor
- + Node<Type> (Type value) : constructor
- + Node<Type> (Type value, Node<Type>* next) : constructor

Accessors

- + getNodeData(): Type
- + getNodePointer(): Node<Type>*
- + setNodeData(Type value) : void
- + setNodePointer(Node<Type> * next) : void