## Created by Cody Henrichsen

## IntNode - nodeData: int - nodePointer : IntNode \* IntNodeArray - head : IntNode\* + getNodeData(): int - size : int + getNodePointer() : IntNode \* + IntNodeArray(int) : constructor + setNodeData(int): void + getSize(): int + setNodePointer(IntNode \*): void + getFromIndex(int) : int + setAtIndex(int index, int value) : 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
```