IntNode

- nodeData : int
- nodePointer : IntNode *

+ getNodeData() : int
+ getNodePointer() : IntNode *
+ setNodeData(int) : void
+ setNodePointer(IntNode *) : void

+ IntNode() : constructor
+ IntNode(int) : constructor
+ IntNode(int, IntNode *) : constructor

IntNodeArray

- front : IntNode *
- size : int

+ IntNodeArray(int) : constructor
+ getSize() : int
+ getFromIndex(int) : int
+ setAtIndex(int index, int value) : void

1..n

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