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Title
Data here

Construstor Methods -clock_t executionTime; +void startTimer(); +void stopTimer(); +void resetTimer(); +void displayTimerInformation(); +long getExecutionTimeinMircoseconds();

Type Sample IntNode - nodeData:int IntNodeArray - nodePointer : IntNode * - size : int + getNodeData(): int - front : IntNode * + getNodePointer() : IntNode * + setNodeData(int) value : void + IntNodeArray(int size) : constructor + setAtIndex(int index, int value) : void + setNodePointer(IntNode * next) : void + getFromIndex(int index) : int + getSize(): int + IntNode() : constructor + IntNode(int value) : init + IntNode(int value, IntNode * nextNode) : constructor

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

Constructors
+ Node(): constructor
+ Node(Type Value): contructor
+ Node(Type data, Node<Type> * pointer): constructor
Methods
+ getNodeData(): Type
+ getNodePointer(): Node<Type> *
+ setNodeData(Type data): void
+ setNodePointer(Node<Type> * next): void

Array <Type>

Data Members

- front : Node<Type> *
- size: int

Constructors

- + Array(): constructor
- + Array(int size) : contructor

Methods

- + getSize(): int
- + setAtIndex(int index, Type value) : void
- + getFromIndex(int index) : Type