

```
1  #ifndef METHODS_H
2  #define METHODS_H
3  #include "RandomNumbers.h"
4
5  class Methods {
6  private:
7      RandomNumbers AllMethods[100000];
8      RandomNumbers temp[100000];
9      void copyAll(const Methods&);
10     int last;
11     void mergeSort(const int&,const int&);
12     void quickSort(const int&,const int&);
13 public:
14     Methods();
15     bool isFull();
16     void setNumber(const RandomNumbers&);
17     long int getNumber(const int&);
18     void swapAllMethods(RandomNumbers&,RandomNumbers&);
19
20     int getLastPos();
21     void bubbleSort();
22     void shellSort();
23     void insertSort();
24     void selectionSort();
25     void mergeSort();
26     void quickSort();
27     Methods& operator = (const Methods&);
28 };
29 #endif // METHODS_H
```