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

IntNode - nodeData : Int - nodePointer : IntNode * + getNodeData() : Int + getNodePointer() : IntNode * + getNodeData(Int value) : void + setNodePointer(IntNode * next) : void + IntNode() : constructor + IntNode(Int value): init + IntNode(Int value, IntNode * nextNode) : constructor

Data Members - nodeData: Type - nodePointer: Node<Type>* Constructors + Node(): constructor + Node(Type value): constructor + Node(Type data, Node<Type> * pointer): constructor Methods + getNodeData(): Type + getNodePointer(): Node<Type> * + setNodeData(Type data): void + setNodePointer(Node<Type> * next): void

Data Members - font : Node<Type> * - size : int Constructors + Array(): constructor +Array(int size) : constructor Advanced + ~Array() : destructor + Array<Type>(const Array<Type> & toBeCopied) : copy constructor Methods + getSize(): int + getFront() const : Node<Type> * + setAtIndex(int index, Type value) : void + getFromIndex(int index) : Type

Array<Type>