

```
#pragma once
```

```
class IntegerBuffer {  
protected:  
    int dataCapacity;  
    int* data;  
    int dataLength;  
public:  
    IntegerBuffer(int dataCapacity);  
    IntegerBuffer();  
    ~IntegerBuffer();  
    IntegerBuffer(const IntegerBuffer& other);  
    IntegerBuffer* clone();  
    void clear();  
    int add(int value);  
    int add(const int* array, int arrayLength);  
    int removeFast(int index);  
    int removeStable(int index);  
    int index(int value) const;  
    int rindex(int value) const;  
    void print() const;  
    inline int getCapacity() const { return dataCapacity; }  
    inline int getLength() const { return dataLength; }  
    inline int getDataValue(int index) const { return data[index]; }  
    bool compare(const IntegerBuffer& other) const;  
    int copy(const IntegerBuffer& other);  
    int copy(const int* arr, int arrLength);  
};
```