1. My implementation achieves O(1) time for remove due to the code snippet below. By using a list (that I have programmed to automatically adjust size based on the number of elements present at the time) I am able to use my size variable to remove the last item in the list (the first item added) in O(1) time. The same can be said for the code snippet of getValue for which I also simply use the list in order to retrieve the value stored at the specified index in O(1) time.
   * int remove = (int) list[size-1];  
     list[size-1] = null;  
     size--;
   * if (i < size){  
      return (int)list[size - 1 - i];  
     } else{  
      return -1;  
     }
2. My implementation of add achieves O(N) time because I needed to use a list to keep my remove and getValue times to O(1). Therefore, rather than simple changing the pointer of my head node, I am forced to shift over all the elements in my list before I am able to add my value to the first element of my list, which at this point will be empty.
   * for (int i=size; i>0; i--){  
      list[i] = list[i-1];  
     }  
     list[0] = a;  
     size++;