-data: Type +NODE<Type>(Type): constructor +Node<Type>(): constructor +getData():Type +setData(type):void

LinearNode<Type>

-next:Node<Type> *

LinearNode<Type> (Type):constructor

LinearNode<Type> (Type): constructor

+LinearNode<Type> (Type,LinearNode<type>):constructor

+get Next(): Node<Type>*

+setNext(Node<Type>*): void

Array<Type>

-Size: int

-front:LinearNode<Type> *

+Array<Type>(Int): constructor

+getSize(): int

+sestAtIndex(int, Type):void

+getFromIndex(int): Type

+operator[]

+operator = Array<Type> &

+~Array(): destructor