Node
- _nextNode: Node* - _prevNode: Node* - _numbers: unsigned int
+Node(: void) +Node(: Node&) +Node(: int) *+~Node(: void)* +GetNextNode(: void): Node* +SetNextNode(Node*): void *+GetName(: void):string&* *+SetName(string&):void* +GetPrevNode(: void): Node* +SetPrevNode(Node*): void +GetNumber(: void): int +SetNumber(:int): void +operator = (:Node&): Node& *+ToString(: void): string* *+Copy(Node&): void* *+Clone(: void): Node** +Free(:void): void

Llist
- _headNode: Node* - _endNode: Node* - _nodeCount: unsigned int
+Llist(:void); +Llist(Llist&); +Llist(int); *~Llist(:void);* +Push_Front(:Node*):void +Push_End(:Node*):void +Pop_Front(:void):Node* +Pop_End(:void):Node* +GetFirst(:void):Node* +GetLast(:void):Node* +SetLast(:Node*):void +SetFirst(:Node*): void +GetCount(:void):unsigned int +SetCount(:unsigned int):void +FindNode(:int): Node* +AddNode(:Node*, :int): void +RemoveNode(:int): Node* +operator = (:Llist&): Llist& +ToString(:void):string +Clone(:void): Llist* +ClearList(:void):void