Created by Jacob Osborne

IntNode -nodeData: int -nodePointer: IntNode * +getNodeData(): int +getNodePointer(): IntNode *

- +setNodeData(int): void +setNodePointer(IntNode *): void
- +IntNode(): constructor +IntNode(int): constructor +IntNode(int, IntNode*): constructor

Class

Data Members

Methods/Constructors

-executionTime : clock_t +startTimer() : void +stopTimer() : void +resetTimer() : void +displayTimer() : void +getExecutionTimeInMicroSeconds : long +Timer() : constructor

IntNodeArray

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

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Array<Type>
-front : Node<Type> *
-size: int
+Array(): default constructor
+Array<Type>(int size) : constructor
| + ~Array<Type>() : destructor
+ Array<Type>(const Array<Type> & toBeCopied) : copy constructor
+getSize() const : int
+getFront() const : Node<Type> *
+getFromIndex(int index) : Type
+setAtIndex(int index, Type value) : void
```