IntNodeArray Intnode -nodeData: int - head : IntNode* - size : int -nodePointer : Intnode * + IntNodeArray(int) : constructor + getSize(): int + getNodeData(): int + getFromIndex(int): int + getNodePointer(): IntNode* + setNodeData(int): void + setAtIndex(int, int value) : void + setnodePointer(IntNode*): void + IntNode(): constructor + IntNode(int) : constructor + Intnode(int, IntNode*) : constructor

