

<<class>>
NodeClass

#nodeId : string
#nodePosNumber: int
#nodeName: string
#nodeType: string
#nodePrev: void* = nullptr
#nodeNext: void* = nullptr
#nodeData: void* = nullptr

+<<ctor>> node()
+<<dtor>> ~node()
+<<ctor>> node(nId:string,nPosNumb:int,nName:string,
 nType:string,nElems:int)
+<<ctor>> node(nId,nPosNumb,nName,nType,
 nElems,nPrev,nNext,nData:void*)
+<<getter>> getNodeId()
+<<setter>> setNodeId()
+<<getter>> getNodePosNum()
+<<setter>> setNodePosNum()
+<<getter>> getNodeName()
+<<setter>> setNodeName()
+<<getter>> getNodeType()
+<<setter>> setNodeType()
+<<getter>> getNumElems()
+<<setter>> setNumElems()
+<<setter>> getNPrev()
+<<setter>> setNPrev()
+<<getter>> getNNext()
+<<setter>> setNNext()
+<<getter>> getNDataPtr(): void*
+<<setter>> setNDataPtr(nDataPtr:void*): void
+<<getter>> serialize(): binary
+<<getter>> display(): void
+<<getter>> toString(): string

