<<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()
+<<qetter>> 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
```

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<<specialization>>

nodeInt:node

-nIntData: vector<int>* = nullptr

-nodeData: void*

-vIntData: vector<int>

+<<ctor>> nodeInt()

+<<dtor>> ~nodeInt()

+<<ctor>> nodeInt(nId:string,nPosNumb:int,

nName:string,nType:string,

nElems:int)

+<<ctor>> nodeInt(nId,nPosNumb,nName,nType,

nElems,nPrev,nNext,nData:void*

+<<getter>> getNData(): void*

+<<setter>> setNData(nData:void*): void

+<<getter>> display(): void

+<<getter>> serialize(): void

+<<getter>> tostring(): string