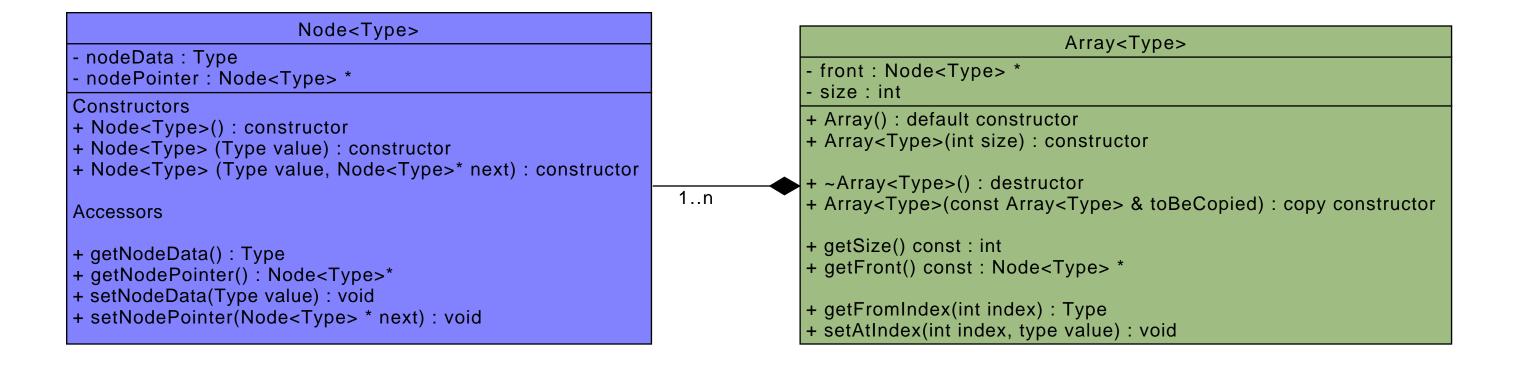
## IntNode - nodeData : int IntNodeArray nodePointer : IntNode \* head: IntNode\* + getNodeData(): int - size : int + getNodePointer() : IntNode \* + IntNodeArray(int) : constructor + setNodePointer(IntNode \*) : void + getSize(): int + getFromIndex(int) : int + IntNode() : constructor + setAtIndex(int index, int value) : void + IntNode(int) : constructor + IntNode(int, IntNode \*) : constructor



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