

SampleClass	Timer
Data Members	- executionTime : clock_t
Methods & Constructors	+ startTimer : void + stopTimer : void + resetTimer : void + displayTimerInformation : void + getExecutionTimeInMicroseconds : long + Timer() : constructor

IntNode
- nodeData : int - nodePointer : IntNode*
+ getNodeData() : int + getNodePointer() : IntNode* + setNodeData(int) : void + setNodePointer(IntNode*) : void  + IntNode() : constructor + IntNode(int) : constructor + IntNode(int, IntNode*) : constructor

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

1..n

Node<Type>
- nodeData : Type - nodePointer : Node<Type> *
+ Node<Type>() : Constructor + Node<Type>(Type value) : Constructor + Node<Type>(Type value. Node<Type>* next) : Constructor  Accessors: + getNodeData() : Type + getNodePointer() : Node<Type>* + setNodeData(Type value) : void + setNodePointer(Node<Type> * next) : void

Array<Type>
- front : Node<Type> * - size : int
+ Array() : default constructor + Array<Type>(int size) : constructor  + ~Array<Type>() : constructor + 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

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