ExampleClass
Data Members
Methods/Constructors

Timer

-excecutionTime : clock_t

+startTimer : void
+stopTimer : void
+resetTimer : void
+displayTimerInformation : void
+getExcecutionTimeInMiliseconds : 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

- head : IntNode*
- size : int

+IntNodeArray(int) : constructor
+getSize() : int
+getFromIndex(int) : int
+setAtIndex(int index, int value) : void

Node <Type>

-nodeData : Type
-nodePointer : Node<Type>

Constructors:
+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>() : destructor
+Array<Type>(const Array<Type> & toBeCopied) : copy constructor

+getSize() : int
+getFront() const : Node<Type>*

+getFromIndex(int index) : Type
+setAtIndex(int index, Type value) : void