CyclicLinkedList

- -head: SingleNode<type>*
- -tail: SingleNode<type> *
- -size: int
- +CyclicLinkedList() +~CyclicLinkedList() +SIZE(): int

- +empty(): bool
- +front(): type
- +back(): type
- +HEAD(): SingleNode<type> *
- +TAIL() : SIngleNode<type> *
- +count (type const &) : int
- +push_front(type const &) : void
- +push_back(type const &) : void
- +printList() : void
- +pop_front(): type
- +erase(type const &): int

0..* <<friend>>

SingleNode

- -data; type
- -next: SingleNode *
- +SingleNode()
- +SingleNode(const type &, SingleNode *)
- +~SingleNode()
- +getData(): type
- +getNext(): SingleNode *

DoublyLinkedList

-head: DoubleNode<Type>*
-tail: DoubleNode<Type>*

-size: int

+DoublyLinkedList()

+~DoublyLinkedList()

+size(): int

+isEmpty(): bool

+front(): Type

+back(): Type

+head(): DoubleNode<Type>*

+tail(): DoubleNode<Type>*

+count(const Type &): int

+push_front(const Type &): void

+push_back(const Type &): void

+pop_front(): Type

+erase(const Type &): int

0..*

«Friend»

DoubleNode

-data: Type

-prev: DoubleNode*
-next: DoubleNode*

+DoubleNode()

+DoubleNode(const Type&, DoubleNode*, DoubleNode*)

+~DoubleNode() +getData(): Type

+getNext(): DoubleNode* +getPrev(): DoubleNode*