```
Queue()
                                                             Train()
                                             - LinkedList<value_type> *carriages
- LinkedList<value_type> *queue_data
+ Oueue()
                                             + Train()
+ ~Queue()
                                             + ~Train()
+ void Enqueue(value_type object)
                                             + Train(int arr[])
                                             + void addLoad(value_type i, int j)
+ void Dequeue()
                                             + void removeLoad(value_type i, int j)
+int size()
+Node<value_type>* getFront() const
                                             + int size() const
                                              int totalLoad() const
     1 to 1
                                               int countEmpty() const
                                             + Node<value_type>* getFront() const
                LinkedList()
Nod/e<value_type> *head_pointer
- Node<value_type> *tail_pointer
+ LinkedList()
+ ~LinkedList()
+ void listHeadInsert(value type entry)
+ void listInsert(Node<value_type>
*previous_pointer, const value_type &entry)
+ void listRemove(Node<value_type>
                                        1 to *
*pointer)
+ int listLength() const
+ Node<value type>* listSearch(const
value_type &target) const
+ Node<value_type>* getHeadPointer() const
+ Node<value_type>* getTailPointer() const
+ Node<value type>* getNode(int node) const
                        Node()

    value type data

- Node<value_type> *next
                                                1 to 1
+ Node(const value type &initial data =
value_type(), Node<value_type>* initial_link = NULL)
+~Node()
+void setData(const value_type &new_data)
                                               1 to 1
+void setLink(Node<value_type> *new_link)
+value_type getData() const
+ Node<value_type> *link() const
                                   Carriage()
- int carriage_load
+ Carriage(int initial_data = 0)
+ ~Carriage()
+ void addCoal(int amount)
+ void removeCoal(int amount)
+ void emptyCarriage()
+ int getLoad()
+ void operator += (int &left_value, Carriage right_carriage)
+ void operator += (int other_value)
+ void operator = (Carriage *other_carriage)
+ void operator = (int other_carriage)
+ void operator + (Carriage left_carriage, int right_value)
+ void operator == (Carriage *other_carriage) const
+ bool operator < (int right_value)
+ int operator + (Carriage *other_carriage) const
+ friend Carriage operator + (Carriage left_carriage, Carriage right_carriage)
+ friend Carriage operator - (Carriage left_carriage, Carriage right_carriage)
```