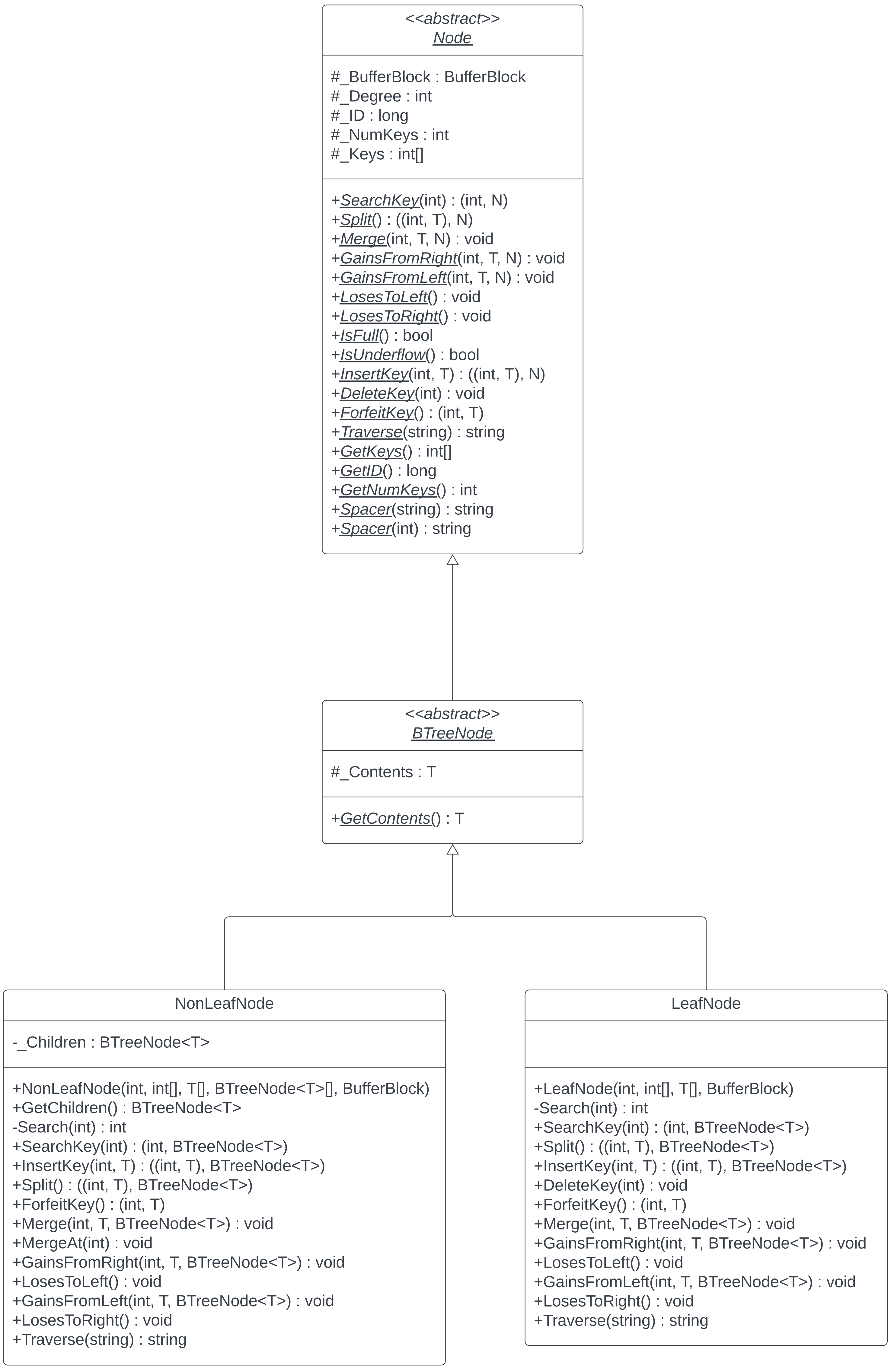
<<abstract>>
Node
#_BufferBlock : BufferBlock
#_Degree : int
#_ID : long
#_NumKeys : int
#_Keys : int[]
+SearchKey(int) : (int, N)
+Split() : ((int, T), N)
+Merge(int, T, N) : void
+GainsFromRight(int, T, N) : void
+GainsFromLeft(int, T, N) : void
+LosesToLeft() : void
+LosesToRight() : void
+IsFull() : bool
+IsUnderflow() : bool
+InsertKey(int, T) : ((int, T), N)
+DeleteKey(int) : void
+ForfeitKey() : (int, T)
+Traverse(string) : string
+GetKeys() : int[]
+GetID() : long
+GetNumKeys() : int
+Spacer(string) : string
+Spacer(int) : string
<<abstract>>
BTreeNode
#_Contents : T
+GetContents() : T
NonLeafNode
-_Children : BTreeNode<T>
+NonLeafNode(int, int[], T[], BTreeNode<T>[], BufferBlock)
+GetChildren() : BTreeNode<T>
-Search(int) : int
+SearchKey(int) : (int, BTreeNode<T>)
+InsertKey(int, T) : ((int, T), BTreeNode<T>)
+Split() : ((int, T), BTreeNode<T>)
+ForfeitKey() : (int, T)
+Merge(int, T, BTreeNode<T>) : void
+MergeAt(int) : void
+GainsFromRight(int, T, BTreeNode<T>) : void
+LosesToLeft() : void
+GainsFromLeft(int, T, BTreeNode<T>) : void
+LosesToRight() : void
+Traverse(string) : string
LeafNode
+LeafNode(int, int[], T[], BufferBlock)
-Search(int) : int
+SearchKey(int) : (int, BTreeNode<T>)
+Split() : ((int, T), BTreeNode<T>)
+InsertKey(int, T) : ((int, T), BTreeNode<T>)
+DeleteKey(int) : void
+ForfeitKey() : (int, T)
+Merge(int, T, BTreeNode<T>) : void
+GainsFromRight(int, T, BTreeNode<T>) : void
+LosesToLeft() : void
+GainsFromLeft(int, T, BTreeNode<T>) : void
+LosesToRight() : void
+Traverse(string) : string