(e.g.) List ADT



+isEmpty(): boolean

+size(): int

+add(index: int, item: Object): void

+get(index: int): Object +remove(index: int): void

+removeAll(): void

ListArrayBased

-MAX_LIST: int
-items: Object[]
-numItems: int

+ListArrayBased() +isEmpty(): boolean

+size(): int

+add(index: int, item: Object): void

+get(index: int): Object
+remove(index: int): void
+removeAll(): void

ListReferenceBased

-head: Node -numltems: int

+ListReferenceBased() +isEmpty(): boolean

+size(): int

+add(index: int, item: Object): void

+get(index: int): Object +remove(index: int): void +removeAll(): void

Node

-item: Object-next: Node

+Node(newItem: Object)

+Node(newItem: Object, nextNode: Node)

+setItem(newItem: Object): void

+getItem(): Object

+setNext(nextNode: Node): void

+getNext(): Node