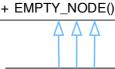
ChildrenNode

- + constructor()
- + isLeafNode()
- + getPriority()
- + updatePriority()
- + getImmediateChild()
- + getChild()
- + hasChild()+ updateImmediateChild()
- + updateChild()
- + isEmpty()
 and 74 more...
- + EMPTY NODE()
 - + EMPTY_NODE()



MaxNode

- ______
- + constructor() + compareTo()
- + equals()
- + getPriority()
- + getImmediateChild()
 + isEmpty()
- + constructor()
- + compareTo()
- + equals()
- + getPriority()
 and 8 more...