ChildrenNode

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

MaxNode

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