**Movie Class and Derived Classes**

* The Movie class is an abstract class that all of the movie types will be derived from.
* The Movie class contains all of the movie data (except for major actor name, which the derived Drama class will store).
* The only thing that separates each movie type, is the way they are sorted in the tree.
* It is unnecessary for each derived class to have data stored in them(except for drama).
* Has a set data
* Each derived class only has 2 overloaded operators, checking for equivalency(==) and comparison of two movie Objects (<).

**NodeData**

* Contains a pointer for a single Movie Object
* All functions call Movie’s functions;

**AVLTree**

* This tree only holds the pointer for the head of the AVLTree
* Also contains the methods for managing this tree
* Here is how all of the data will be stored in the tree
  + Each movie type will be sorted
    - Comedies will be sorted to the left
    - Classics will be sorted to the right
    - Dramas will be sorted in between
  + All of the movies will be sorted in each category based on their own logic