

Linked List With Iterator

- firstNode: Node
- number of Friends: int

- + add()
- + getEntry()
- + remove()
- + replace()
- + toArray()
- + getLength()
- + isEmpty()
- initializeDataFields()
- getNodeAt()

MaxHeap

- heap: T[]
- lastIndex: int
- initialized: boolean
- DEFAULT_CAPACITY: int
- MAX_CAPACITY: int

- + add()
- + removeMax()
- + getMax()
- + isEmpty()
- + getSize()
- + clear()
- reheap()
- ensureCapacity()
- checkInitialization()
- checkCapacity()

Linked Queue

- firstNode: Node
- lastNode: Node

- + enqueue()
- + getFront()
- + dequeue()
- + isEmpty()
- + clear()

Linked Stack

- topNode: Node

- + push()
- + pop()
- + peek()
- + isEmpty()
- + clear()

Vertex

- label: T
- edgeList: ListWithIterator Interface
- visited: boolean
- previousVertex: VertexInterface
- cost: double

- + getLabel()
- + hasPredecessor()
- + setPredecessor()
- + getPredecessor()
- + visit()
- + unvisit()
- + isVisited()
- + getCost()
- + setCost()
- + toString()
- + connect()
- + getNeighborIterator()
- + hasNeighbor()
- + getUnvisitedNeighbor()
- + equals()
- + display()

CIS 22C Final Part 1

UML Diagram

