

Abstract		BST	BST_Node
<ul style="list-style-type: none"><li>• Create a binary search tree with data inserted in a file</li><li>• Basic functions like:</li><li>• insert the data</li><li>• remove the data</li><li>• modify the data</li></ul>			<ul style="list-style-type: none"><li>• BST_Node</li></ul>

Abstract		BST_Node	BST
<ul style="list-style-type: none"><li>• Constructs the attributes from a Binary Seach Tree</li><li>• data attributes like:</li><li>• left and right pointers</li><li>• data</li><li>• key</li></ul>			

Item	
<ul style="list-style-type: none"><li>• The purpose of this class is to provide a container for item attributes:</li><li>• uid</li><li>• upc</li><li>• name</li><li>• size</li><li>• category</li><li>• wholesale</li><li>• retail</li><li>• quantity</li></ul>	

Abstract <b>Array</b>	
<ul style="list-style-type: none"> <li>• The purpose of this class is act as a std::vector-like.</li> <li>• Allocates the data dynamically</li> <li>• Has functions like:               <ul style="list-style-type: none"> <li>• append</li> <li>• remove</li> <li>• get size</li> <li>• get capacity</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• List</li> </ul>

<b>BSTTraversal</b>	
<ul style="list-style-type: none"> <li>• The purpose of this class is to print out specialized BSTs for user interface with:</li> <li>• inorder traversal</li> </ul>	<ul style="list-style-type: none"> <li>• BST</li> <li>• BST_Node</li> <li>• Item</li> </ul>

<b>Efficiency</b>	
<ul style="list-style-type: none"> <li>• The purpose of this class is to store global efficiency counters.</li> </ul>	

Interface <b>Interface</b>	
<ul style="list-style-type: none"> <li>• The purpose of this namespace is to display user interface like:</li> <li>• menu options</li> <li>• Prompts</li> <li>• Questions for the user</li> </ul>	<ul style="list-style-type: none"> <li>• Item</li> <li>• Array</li> <li>• List</li> <li>• HashTable</li> <li>• BST</li> </ul>