

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>			

		List	Queue
<ul style="list-style-type: none"><li>• Implement List ADT functionality such as:</li><li>• insertion</li><li>• deletion</li><li>• getting</li><li>• empty</li><li>• count</li></ul>			<ul style="list-style-type: none"><li>• Node</li></ul>

Queue		List
<ul style="list-style-type: none"><li>• Implement Queue ADT functionalities such as:</li><li>• enqueue</li><li>• dequeue</li><li>• front</li><li>• rear</li><li>• empty</li><li>• count</li></ul>		<ul style="list-style-type: none"><li>• List</li></ul>

Node	
<ul style="list-style-type: none"><li>• Contain a reference to data and a pointer to a following Node</li></ul>	<ul style="list-style-type: none"><li>• Node</li></ul>

Person	
<ul style="list-style-type: none"><li>• Stores the name and birthday of a person</li></ul>	