

Abstract	<b>Currency</b>	Dollar, Euro, Yen, Rupee, Yuan
<ul style="list-style-type: none"> <li>• Store currency whole parts</li> <li>• Store currency fractional parts</li> <li>• Store currency names</li> <li>• Operator overloads (Arithmetic, Comparison)</li> <li>• Get/Set data members</li> <li>• Prevent operations that would set currency to negative values</li> <li>• Prevent operations that would perform operations between two Currency objects of different types</li> </ul>	<ul style="list-style-type: none"> <li>• ExceptionCurrencyNegative</li> <li>• ExceptionCurrencyMismatch</li> </ul>	

	<b>Dollar</b>	Currency
<ul style="list-style-type: none"> <li>• Set currency names</li> </ul>	<ul style="list-style-type: none"> <li>• Currency</li> </ul>	

	<b>ExceptionCurrencyNegative</b>	std::exception
<ul style="list-style-type: none"> <li>• Signal when currency would become negative</li> </ul>	<ul style="list-style-type: none"> <li>• std::exception</li> </ul>	

	<b>ExceptionCurrencyMismatch</b>	std::exception
<ul style="list-style-type: none"> <li>• Signal when currencies of different types get used in the same operation</li> </ul>	<ul style="list-style-type: none"> <li>• std::exception</li> </ul>	

## List

- Creates a link list of different types
- Check if the list is empty
- Gets the number of elements in the list
- Insert the data to the first and the last node
- Remove first, last and all the node
- Gets a certain data in the link list
- Sets certain data in the link list

- Templates

## Node

- Creates node pointers

- Templates

## Stack

List

- Push (adds): something to the stack
- Pop (removes): something from the stack
- Peek which gets the first element
- Empties the stack
- Gets the count in the stack

- List