DSAStack

- stack: array of Objects
- count: integer
- + DEFAULT_CAPACITY: integer
- + DSAStack()
- + DSAStack(int maxCapacity)
- + getCount(): int + isEmpty(): boolean + isFull(): boolean
- + push(Object value): none
- + pop(): Object + top(): Object

<<abstract>> DSAQueue

- queue: array of Objects
- count: integer - head: integer - tail: integer
- DEFAULT_CAPACITY: integer
- + DSAQueue()
- + DSAQueue(int maxCapacity)
- + getCount(): int + isEmpty(): boolean + isFull(): boolean
- + enqueue(Object value): none: abstract
- + dequeue(): Object: abstract
- + peek(): Object



DSAShufflingQueue

- + DSAShufflingQueue()
- + DSAShufflingQueue(int maxCapacity)
- + enqueue(Object value): none
- + dequeue(): Object

DSACircularQueue

- + DSACircularQueue()
- + DSACircularQueue(int maxCapacity)
- + isEmpty(): boolean
- + isFull(): boolean
- + enqueue(Object value): none
- + dequeue(): Object