IntLinkedList

RETURN_IF_EMPTY: int last: Node i: int

public void push(int i)
public boolean isEmpty()
public boolean isFull()
public int top()
public int pop()

Node

0..

value: int prev: Node next: Node

public Node(int i)
 public int getValue()
 public Node getPrev()
public void setPrev(Node prev)
 public Node getNext()
public void setNext(Node next)

DefaultCountingOutRhymer

ERROR_RETURN_VALUE: int
TOTAL_INIT_VALUE: int
MAX_ARRAY_SIZE: int
MAX_ELEMENTS_COUNT: int
numbers: int()
total: int

public int getTotal()
public void countIn(int in)
public boolean callCheck()
public boolean isFull()
protected int peekaboo()
public int countOut()

FIFORhymer

temp: DefaultCountingOutRhymer

public int countOut()

HanoiRhymer

totalRejected: int

public int reportRejected()
public void countIn(int in)

DefaultRhymersFactory

public DefaultCountingOutRhymer getStandardRhymer()
public DefaultCountingOutRhymer getFalseRhymer()
public DefaultCountingOutRhymer getFIFORhymer()
public DefaultCountingOutRhymer getHanoiRhymer()

Rhymersfactory

public DefaultCountingOutRhymer getStandardRhymer()
public DefaultCountingOutRhymer getFalseRhymer()
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