COLECCIONES

public interface **IList<T>**
{
- FUNCIONES
int **GetIndexOf**(T element)
int **GetListCount**()
T **GetElementAt**(int index)

void **AddElement**(T element)
void **RemoveElement**(T element)
void **RemoveElementAt**(int index)

bool **Contains**(T element)

bool **IsEmpty**()
bool **IsSort**()
bool **IsValid**()

void **Sort**()
void **Filter**()
void **Visit**()

void **Clear**()
List<T> **Clone**()
}

public interface **IDictionary**<K,V>
{
- ATRIBUTOS
private Item[] _item;

- PROPERTIES
public int Count
public bool IsEmpty

- FUNCIONES
int **GetIndexOf**(V value)
V **GetElementAt**(K key)

void **AddElement**(K key, V value)
void **RemoveElementAt**(int index)

bool **Contains**(V value)

bool **Equals**(object obj)
bool **AreIdentical**(object obj)
int **GetHashCode**()

bool **IsValid**()

void **Sort**()
void **Filter**()
void **Visit**()

void **Clear**()
string **ToString**()
}

public class **Stack<T>**
{
- ATRIBUTOS
private T[] _stack;

- PROPERTIES
public bool **IsEmpty**
public int **Count**

- CONSTRUCTORES
public Stack()

- FUNCIONES
public void **Push**(T element)
public T **Pop**()
public T **Top**()

public T[] **Clone**()
public void **Clear**()
public override string **ToString**()
}

public class **Queue<T>**
{
- ATRIBUTOS
private T[] _queue;

- PROPERTIES
public bool **IsEmpty**
public int **Count**
public T **First**
public T **Last**

- CONSTRUCTORES
public Queue()

- FUNCIONES
public void **Enqueue**(T element)
public T **Dequeue**()

public void **QueueMultipleElements**(T[] elements)
public T[] **Clone**()
public void **Clear**()
public override string **ToString**()
}

+ public class **Set<T>**
{
- ATRIBUTOS
private T[] _stack;

- PROPERTIES
public bool **IsEmpty**
public int **Count**

- CONSTRUCTORES
public Stack()

- FUNCIONES
public void **Push**(T element)
public T **Pop**()
public T **Top**()

public void **Clear**()
public T[] **Clone**()
public override string **ToString**()

}

+ public class **HashSet<T>**
{
- ATRIBUTOS
private T[] _stack;

- PROPERTIES
public bool **IsEmpty**
public int **Count**

- CONSTRUCTORES
public Stack()

- FUNCIONES
public void **Push**(T element)
public T **Pop**()
public T **Top**()
public void **Clear**()
public override string **ToString**()
}

+ public class **ItemSet<T>**
{
- ATRIBUTOS
private T[] _queue;

- ***PROPERTIES***
public bool **IsEmpty**
public int **Count**
public T **First**
public T **Last**

- ***CONSTRUCTORES***
public Queue()

- ***FUNCIONES***
public void **Enqueue**(T element)
public T **Dequeue**()
public T[] **Clone**(T[] queue)
public void **QueueMultipleElements**(T[] elements)
public void **Clear**()
public override string **ToString**()
}

+ public class **SortSet<T>**
{
- ***ATRIBUTOS***
private T[] _queue;

- ***PROPERTIES***
public bool **IsEmpty**
public int **Count**
public T **First**
public T **Last**

- ***CONSTRUCTORES***
public Queue()

- ***FUNCIONES***
public void **Enqueue**(T element)
public T **Dequeue**()
public T[] **Clone**(T[] queue)
public void **QueueMultipleElements**(T[] elements)
public void **Clear**()
public override string **ToString**()
}

+ public class **Tree<T>**
{

+ public class **TreeWeak<T>**
{