

Monster (Base Class) char * full_name char * color char * main_attack int hit_points int defense_counter Monster() DLL NODE **BST NODE** Monster(const Monster & copy) Monster * pointer; friend std::ostream & operator << (std::ostream&,monster&) node * next friend std::istream & operator >> (std::istream&,monster&) node * left; int monster_ID; char * attack; node * right; friend Monster operator + (const Monster&, int modifier) char * defense friend Monster operator + (int modifier, const Monster&) virtual void output(std::ostream) node() virtual void input(std::istream, Monster &) void set_next(node *& temp) void set_next(node *& temp) node *& get_next() Monster & operator = (const Monster&) node *& get_next() Monster & operator += (const Monster&) bool operator == (const Monster&) const bool operator != (const Monster&) const display(Const Monster&) compare(const Monster&) dragon List node * root; node_DLL ** head; int array_size; Zombie Vampire Dragon Werewolf char * dragon_type char * vampire_type char * zombie_type ~list() char * werewolf_type char * vampire_attack char * dragon_attack char * zombie_attack char * werewolf_attack int Wrapper(int selection) Vampire() int Add_Monster(int selection) ~Dragon() ~Vampire() Zombie() Werewolf() int Add_Abilities(int selection) Dragon(const Dragon & source) Vampire(const Vampire & source) ~Werewolf() ~Zombie() Werewolf(const Werewolf & source) Zombie(const Zombie & source) int Remove_Monster(int selection) void output(std::ostream) void output(std::ostream) int Remove_Abilities(int monster_ID) void input(std::istream, Dragon &) void input(std::istream, Vampire &) void output(std::ostream) void output(std::ostream) void input(std::istream, Werewolf &) void input(std::istream, Zombie &) int Remove_All_Monster(int selection) Dragon & operator = (const Dragon &) Vampire & operator = (const Vampire &) int Remove_All_Abilities(int monster_ID) Dragon & operator += (const Dragon &) Vampire & operator += (const Vampire &) Werewolf & operator = (const Werewolf &) Zombie & operator = (const Zombie &) Werewolf & operator += (const Werewolf &) Zombie & operator += (const Zombie &) int Display_All_Monster(int selection) int Display_All_Abilities(int monster_ID) friend Dragon operator + (const Dragon &, int modifier) friend Vampire operator + (const Vampire &, int modifier) friend Werewolf operator + (const Werewolf &, int modifier) friend Zombie operator + (const Zombie &, int modifier) friend Dragon operator + (int modifier, const Dragon &) friend Vampire operator + (int modifier, const Vampire &) friend Werewolf operator + (int modifier, const Werewolf &) friend Zombie operator + (int modifier, const Zombie &) int Display_Type_Monster(int selection) int Display_Type_Abilities(int monster_ID) int Retrieve_Monster(int selection) int Retrieve_Abilities(int monster_ID)