**ElementType**

-date: StringDate

-start: String

-end: String

-location: String

-comment: String

+GetKey(): void

Returns the Key attribute

+Clone(): ElementType

Returns a copy of the ElementType

-SetDate(date:String): void

Sets the date

-SetStart(start:String): void

Sets the start time

-SetEnd(end:String): void

Sets the end time

-SetLocation(location:String): void

Sets the location of the job

-SetComment(comment:String): void

Sets a comment for the job

-GetDate(date:String): void

Gets the date

-GetStart(start:String): void

Gets the start time

-GetEnd(end:String): void

Gets the end time

-GetLocation(location:String): void

Gets the location of the job

-GetComment(comment:String): void

Gets a comment for the job

**ListADT**

-items: ElementType array

-numItems: int

-current: int

-cordered: Boolean

+ Search(searchVal: String) : boolean

Sets the current indicator to the location of the specified element

+IsFull() : Boolean

checks to see if list is physically or logically is full

+IsEmptyl() : Boolean

checks to see if list is physically or logically is empty

+AtEnd() : Boolean

Determines if the "current" item is the last logical item

+Add(anItem: ElementType) : boolean

This method places a given element into the next available spot

-Insert(anItem: ElementType) : double

This method places a given element into the correct spot

-Append(anItem: ElementType) : void

This method places a given element into the next available spot

+Delete(searchVal: String) : boolean

Deletes the item that matches the searchValue.

-OrderedDelete() : void

Deletes the item matching the search value and keeps order to the list

-UnorderedDelete() : void

Deletes the item matching the search value but doesn’t keep order

+Reset(anItem: ElementType) : void

Resets the current item to be the first item.

+GetNext() : void

Moves the current item to the next item in the list.

+Retrieve() : ElementType

Returns the current element

+ListADT()

Constructor with the default initiation values

+ListADT(listSize:I nt, isOrdered: Boolean)

Constructor with the specified initiation values

+Create(listSize:I nt, isOrdered: Boolean) : void

Constructor with the specified initiation values

+Destroy() : void

renders the list to an unusable state

**Main**

choice: int

+DisplayMenu(): void

Displays a menu to the user

+PerformUserChoice(): void

Depending on the choice, the appropriate methods will be called

+GetUserChoice(): int

Reads in the choice from the user

+Load(filename:String): boolean

Loads a new list from disk

+Save(): boolean

Saves a list to a file on disk

+Add(): void

Reads in new Element Type Values and calls ListADT.Add

+Remove(): void

Reads in the choice from the user

+Display(): void

Prompts for a time frame, then displays all values in between

+DisplayAll(): void

Displays the entire loaded schedule