Manipulators/mutations – alters stuff inside

Observers – tell about a state

Constructors – something that builds the object

Destructor – method invoked to take object out of memory

Iterators- helps work way through object(like next line)

Lists: methods: ~~modify <- modify is not attomic~~, delete, add, create, retrieve, destroy, getnext, isfull, isempty, resent, atend