StationInterface.h

```
+StationInterface(){}
+virtual ~StationInterface(){}
+virtual bool addToStation(int car) = 0;
+virtual int showCurrentCar() = 0;
+virtual bool removeFromStation() = 0;
+virtual bool addToStack() = 0;
+virtual bool removeFromStack() = 0;
+virtual int showTopOfStack() = 0;
+virtual int showSizeOfStack() = 0;
+virtual bool addToQueue() = 0;
+virtual bool removeFromQueue() = 0;
+virtual int showTopOfQueue() = 0;
+virtual int showSizeOfQueue() = 0;
+virtual bool addToDequeLeft() = 0;
+virtual bool addToDequeRight() = 0;
+virtual bool removeFromDequeLeft() = 0;
+virtual bool removeFromDequeRight() = 0;
+virtual int showTopOfDequeLeft() = 0;
+virtual int showTopOfDequeRight() = 0;
+virtual int showSizeOfDeque() = 0;
```

StationInterfaceExtra.h

```
+StationInterfaceExtra(){}
+virtual ~StationInterfaceExtra(){}
+virtual bool addToIRDequeLeft() = 0;
+virtual bool removeFromIRDequeLeft() = 0;
+virtual bool removeFromIRDequeRight() = 0;
+virtual int showTopOfIRDequeLeft() = 0;
+virtual int showTopOfIRDequeRight() = 0;
+virtual int showSizeOfIRDeque() = 0;
+virtual bool addToORDequeLeft() = 0;
+virtual bool addToORDequeRight() = 0;
+virtual bool removeFromORDequeLeft() = 0;
+virtual int showTopOfORDequeLeft() = 0;
+virtual int showSizeOfORDeque() = 0;
```

Station.h

```
+Station(){turntable = -1;}
+~Station(){}
+bool find( int IDnum);
+virtual bool addToStation(int car) = 0;
+virtual int showCurrentCar() = 0;
+virtual bool removeFromStation() = 0;
+virtual bool addToStack() = 0;
+virtual bool removeFromStack() = 0;
+virtual int showTopOfStack() = 0;
+virtual int showSizeOfStack() = 0;
+virtual bool addToQueue() = 0;
+virtual bool removeFromQueue() = 0;
+virtual int showTopOfQueue() = 0;
+virtual int showSizeOfQueue() = 0;
+virtual bool addToDequeLeft() = 0;
+virtual bool addToDequeRight() = 0;
+virtual bool removeFromDequeLeft() = 0;
+virtual bool removeFromDequeRight() = 0;
+virtual int showTopOfDequeLeft() = 0;
+virtual int showTopOfDequeRight() = 0;
+virtual int showSizeOfDeque() = 0;
+virtual bool addToIRDequeLeft() = 0;
+virtual bool removeFromIRDequeLeft() = 0;
+virtual bool removeFromIRDequeRight() = 0;
+virtual int showTopOfIRDequeLeft() = 0;
+virtual int showTopOfIRDequeRight() = 0;
+virtual int showSizeOfIRDeque() = 0;
+virtual bool addToORDequeLeft() = 0;
+virtual bool addToORDequeRight() = 0;
+virtual bool removeFromORDequeLeft() = 0;
+virtual int showTopOfORDequeLeft() = 0;
+virtual int showSizeOfORDeque() = 0;
```
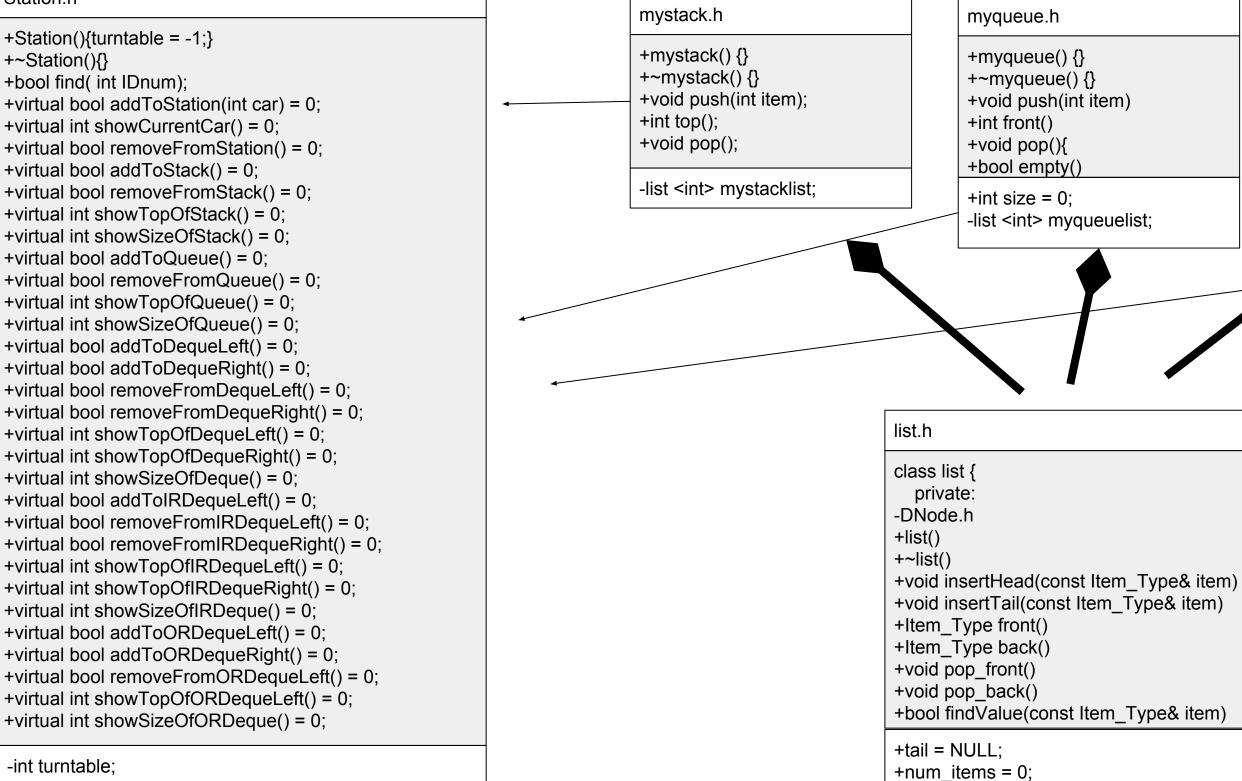```
-int turntable;
-mystack thestack;
-myqueue thequeue;
-mydeque thedeque;
-myIRdeque theIRdeque;
-myORdeque theORdeque;
-int stacksize;
-list <int> IDlist;
```

## mystack.h

```
+mystack() {}
+~mystack() {}
+void push(int item);
+int top();
+void pop();
```
```
-list <int> mystacklist;
```

## myqueue.h

```
+myqueue() {}
+~myqueue() {}
+void push(int item)
+int front()
+void pop(){
+bool empty()
```
```
+int size = 0;
-list <int> myqueuelist;
```

## mydeque.h

```
+mydeque() {}
+~mydeque() {}
+void push_front(int item){
+void push_back(int item){
+void pop_front(){
+void pop_back(){
+int front(){
+int back(){
+bool empty(){
```
```
+int size = 0;
-list <int> mydequelist;
```

## list.h

```
class list {
    private:
-DNode.h
+list()
+~list()
+void insertHead(const Item_Type& item)
+void insertTail(const Item_Type& item)
+Item_Type front()
+Item_Type back()
+void pop_front()
+void pop_back()
+bool findValue(const Item_Type& item)
```
```
+tail = NULL;
+num_items = 0;
```

## myORdeque.h

```
+myORdeque() {}
+~myORdeque() {}
+void push_front(int item)
+void push_back(int item)
+void pop_front()
+int front()
+int back()
+bool empty()
```
```
+int size = 0;
-list <int> myORdequelist;
```

## myIRdeque.h

```
+myIRdeque() {}
+~myIRdeque() {}
+void push_front(int item)
+void pop_front()
+void pop_back()
+int front()
+int back()
+bool empty(
```
```
+int size = 0;
-list <int> myIRdequelist;
```