

DanSet<Object>
<ul style="list-style-type: none"> - Array[Object] - int size - int currentSize
<ul style="list-style-type: none"> + add(Object element): boolean + addAll(Collection c) : boolean + clear() : void + contains(Object object) : boolean + isEmpty() : boolean + remove(Object object): boolean + size() : int + toArray() : Object[] + hashCode() : int

DanList<Object>
<ul style="list-style-type: none"> - Array[Object] - Array[Object](Constructor takes in size to initialize it) - int size -int currentSize
<ul style="list-style-type: none"> + add(Object element): boolean + addObject element, Integer index) : boolean + remove(Integer index): boolean + remove(Object object): boolean + get(Integer index): Object + set(Integer index, Object object): void + clear() : void + isEmpty() : boolean + contains() : boolean + size() : int

DanMap<Object, Object>
<ul style="list-style-type: none"> - Array[Object] (for keys) - Array[Object] (for values)
<ul style="list-style-type: none"> + clear() : void + containsKey(Object key) : boolean + containsValue(Object value) : boolean + equals(Object map) : boolean + entrySet() : Object[] (in format [key=value,...]) + get(Object key) : Object (value at key) + hashCode(): int + isEmpty() : boolean + keySet() : Object[] (of keys) + put(Object key , Object value) : void + putAll(Map<Object,Object>) : void + remove(Object key) : void + size(): int + values() : Object[] (of values)