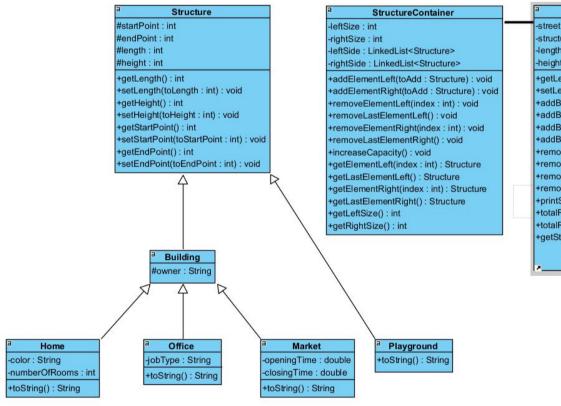


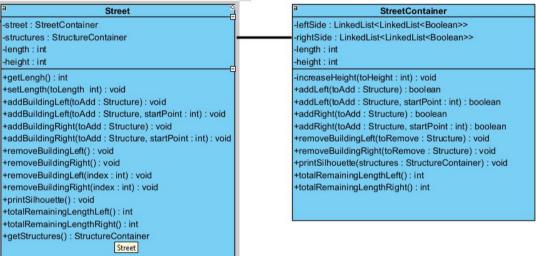
-street : StreetContainer -structures : StructureContainer -length : int -height : int +aetLenah(): int +setLength(toLength int): void +addBuildingLeft(toAdd : Structure) : void +addBuildingLeft(toAdd : Structure, startPoint : int) : void +addBuildingRight(toAdd : Structure) : void +addBuildingRight(toAdd : Structure, startPoint : int) : void +removeBuildingLeft(): void +removeBuildingRight(): void +removeBuildingLeft(index : int) : void +removeBuildingRight(index : int) : void +printSilhouette(): void +totalRemainingLengthLeft(): int +totalRemainingLengthRight(): int +getStructures(): StructureContainer

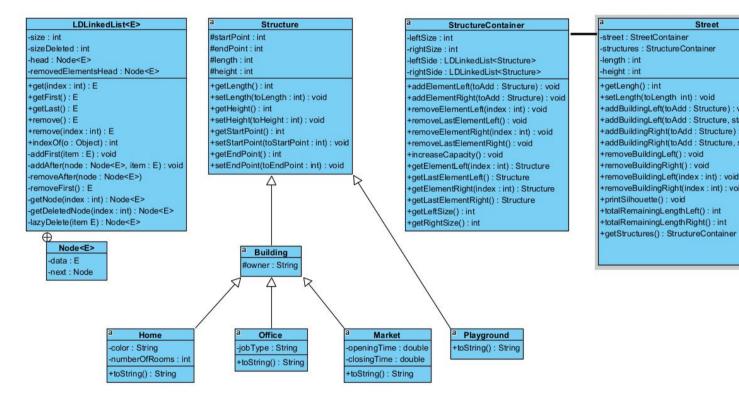
Street

a StreetContainer

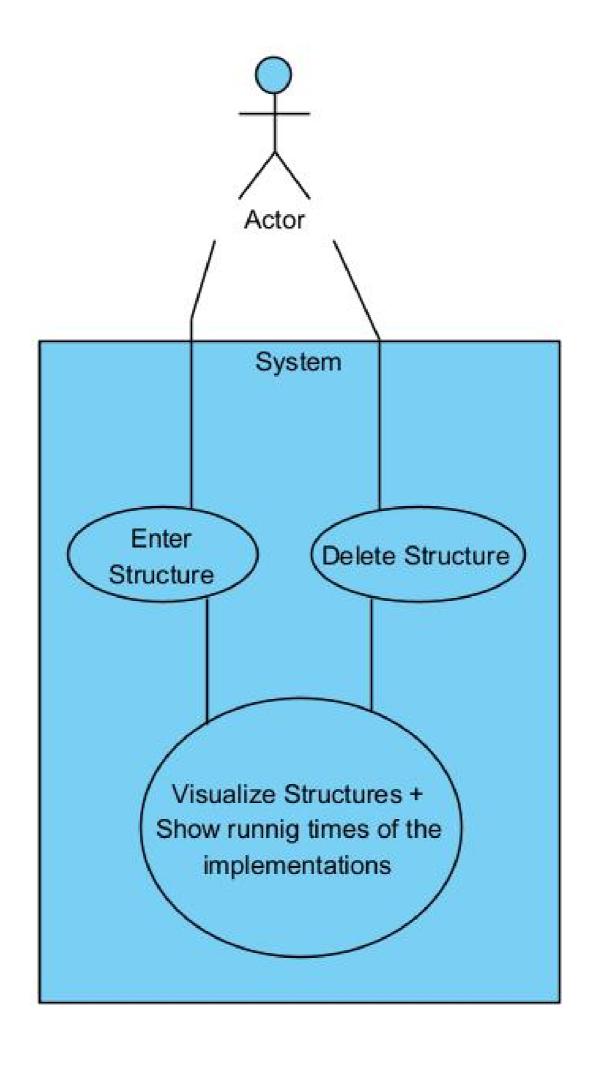
-leftSide: ArrayList<ArrayList<Boolean>>
-rightSide: ArrayList<ArrayList<Boolean>>
-length: int
-height: int
-increaseHeight(toHeight: int): void
+addLeft(toAdd: Structure): boolean
+addLeft(toAdd: Structure): boolean
+addRight(toAdd: Structure): boolean
+addRight(toAdd: Structure): boolean
+addRight(toAdd: Structure): voiolean
+addRight(toAdd: Structure): voiolean
+removeBuildingLeft(toRemove: Structure): void
+removeBuildingRight(toRemove: Structure): void
+printSilhouette(structures: StructureContainer): void
+totalRemainingLengthLeft(): int
+totalRemainingLengthRight(): int







Street StreetContainer -street: StreetContainer -leftSide : LDLinkedList<LDLinkedList<Boolean>> -structures : Structure Container rightSide: LDLinkedList<LDLinkedList<Boolean>> -length: int -length: int -height : int -height : int -increaseHeight(toHeight: int): void +getLengh(): int +setLength(toLength int): void +addLeft(toAdd : Structure) : boolean +addBuildingLeft(toAdd: Structure): void +addLeft(toAdd : Structure, startPoint : int) : boolean +addBuildingLeft(toAdd : Structure, startPoint : int) : void +addRight(toAdd : Structure) : boolean +addBuildingRight(toAdd : Structure) : void +addRight(toAdd : Structure, startPoint : int) : boolean +addBuildingRight(toAdd: Structure, startPoint: int): void +removeBuildingLeft(toRemove : Structure) : void +removeBuildingLeft(): void +removeBuildingRight(toRemove : Structure) : void +removeBuildingRight(): void +printSilhouette(structures : StructureContainer) : void +removeBuildingLeft(index:int): void +totalRemainingLengthLeft(): int +removeBuildingRight(index:int):void +totalRemainingLengthRight(): int +printSilhouette(): void +totalRemainingLengthLeft(): int +totalRemainingLengthRight(): int



Array for 1 complexity

Elapsed Time in milliseconds for adding a structure: 6

Elapsed Time in milliseconds for removeing a structure: 1

Array for 10 complexity

Elapsed Time in milliseconds for adding a structure: 10

Elapsed Time in milliseconds for removeing a structure: 3

Array for 100 complexity

Elapsed Time in milliseconds for adding a structure: 443

Elapsed Time in milliseconds for removeing a structure: 280

ArrayList for 1 complexity

Elapsed Time in milliseconds for adding a structure: 25

Elapsed Time in milliseconds for removeing a structure: 3

ArrayList for 10 complexity

Elapsed Time in milliseconds for adding a structure: 12

Elapsed Time in milliseconds for removeing a structure: 9

ArrayList for 100 complexity

Elapsed Time in milliseconds for adding a structure: 1181

Elapsed Time in milliseconds for removeing a structure: 1967

LinkedList for 1 complexity

Elapsed Time in milliseconds for adding a structure: 94

Elapsed Time in milliseconds for removeing a structure: 6

LinkedList for 10 complexity

Elapsed Time in milliseconds for adding a structure: 16

Elapsed Time in milliseconds for removeing a structure: 11

LinkedList for 100 complexity

Elapsed Time in milliseconds for adding a structure: 1677

Elapsed Time in milliseconds for removeing a structure: 1904

LDLinkedList for 1 complexity

Elapsed Time in milliseconds for adding a structure: 16

Elapsed Time in milliseconds for removeing a structure: 7

LDLinkedList for 10 complexity

Elapsed Time in milliseconds for adding a structure: 61

Elapsed Time in milliseconds for removeing a structure: 29

LDLinkedList for 100 complexity

Elapsed Time in milliseconds for adding a structure: 3304

Elapsed Time in milliseconds for removeing a structure: 5779