

DLL Class will be the overarching class that manages the "Doubly Linked List of Arrays" data structure. This class will hold a head node pointer which will be the beginning of a doubly linked list.

dNode class is just a node. It is a subclass of toppingList so that dNode does not have to organize the array of Instructions, rather, it has access to toppingList which fulfills that role.

toppingList class organizes and manages the array of Instructions for dNode so that the dNode class does not become cluttered with functionality irrelevant to acting as a node.

BST Class will be the overarching class that manages the "Binary Search Tree of Binary Search Trees" data structure. This class will hold a root node pointer which will be the beginning of a Binary Search Tree.

bNode class is just a node. It will represent different Pizzerias. It will contain the b2Node which will represent the BST of pizzas that the Pizzeria has.

b2Node class is just a node. It is a subclass of toppingList so that b2Node does not have to organize the array of Instructions, rather, it has access to toppingList which fulfills that role.

These three classes will be specializations of the Instruction class. They add unique data members to the relationship to better represent the Shape, Content, and Extra stuff in pizza. To clarify, all three are publicly derived from the Instruction class.

