<<interface>> BagListInterface

+getCurrentSize(): integer

+isEmpty(): boolean

+add(newItem: T): boolean

+remove(): T

+remove(newItem: T): boolean

+clear(): void

+contains(Item: T): boolean

+toArray(): T[]

Graph

- _vertexArr: ArrayList<LinkedList>

+getNumOfVertex(): int

+printVertexes(): void

+addVertex(Character vertex): void

+findVertexIndex(Chracter vertex): int

+addEdges(Character fromVertex, Character toVertex) void

+ isTargetVertexList

(Character frmVertex, LinkedList

vertex): boolean +clear(): void

+contains(Character: vertex): boolean

+toArray(Character vertex): T[]

LInkedList

- head: Node

-_headVertex: Charracter

- _numOfItems: integer

- isEmpty: boolean

+getCurrentSize(): integer

+getHeadVertex(): Character

+printList(): void

+isEmpty(): boolean

+add(newItem: T): boolean

+remove(): T

+remove(newItem: T): boolean

+clear(): void

+contains(Item: T): boolean

+toArray(): T[]

Node

-_data: T -_next: Node

+getData(): T

+setData(): void

+getNext(): Node

+setData(): void