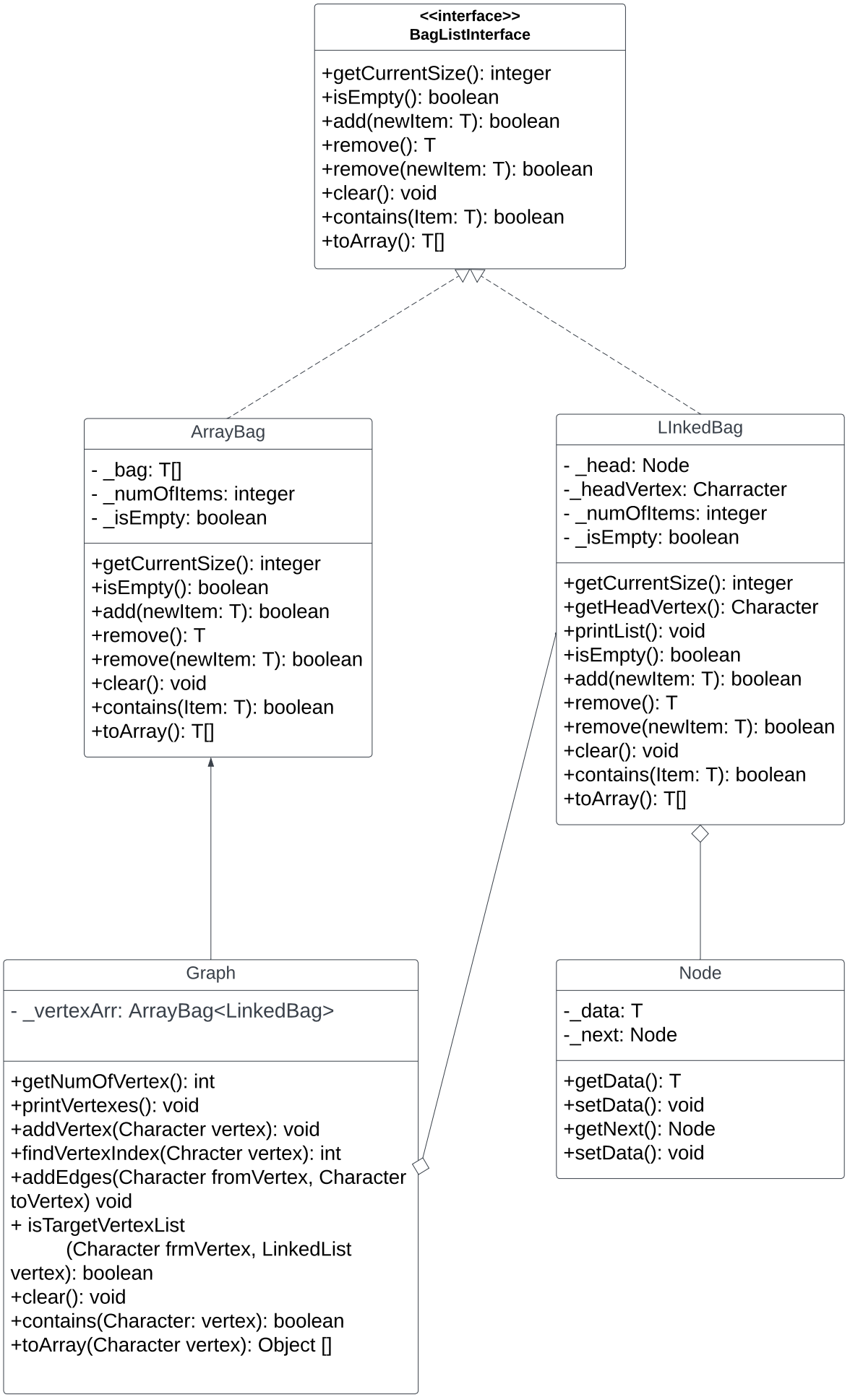
<<interface>>
BagListInterface
+getCurrentSize(): integer
+isEmpty(): boolean
+add(newItem: T): boolean
+remove(): T
+remove(newItem: T): boolean
+clear(): void
+contains(Item: T): boolean
+toArray(): T[]
ArrayBag
- _bag: T[]
- _numOfItems: integer
- _isEmpty: boolean
+getCurrentSize(): integer
+isEmpty(): boolean
+add(newItem: T): boolean
+remove(): T
+remove(newItem: T): boolean
+clear(): void
+contains(Item: T): boolean
+toArray(): T[]
LInkedBag
- _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[]
Graph
- _vertexArr: ArrayBag<LinkedBag>
+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): Object []
Node
-_data: T
-_next: Node
+getData(): T
+setData(): void
+getNext(): Node
+setData(): void