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| TAD Queue |
| Queue: |
| Invariantes: |
| Operaciones Primitivas:   * Queue: 🡪 void * Enqueue 🡪 T * isEmpty 🡪 boolean |
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| TAD Stack |
| Stacks: |
| Invariantes: |
| Operaciones Primitivas:   * isEempty: Element 🡪 Boolean * Push: Element X Passenger 🡪 Void * Pop: Element 🡪 T * Peek: Element 🡪 T |
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| TAD Node |
| Node |
| Invariantes: |
| Operaciones Primitivas:   * getElement: Element 🡪 T * getNext: Node 🡪 NodeNext * setNext: Element X Node 🡪 void * getPrevious: Element X Node 🡪 NodePrevious * setPrevious: Element X Node 🡪 void * add: Element X Passenger 🡪 void |
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| TAD HashTable |
| HashTable |
| Invariantes: |
| Operaciones Primitivas:   * add: Key X Value 🡪 void * search: K X key 🡪 T * delete: K X Key 🡪 void * calculateHash: K X i 🡪 int * hash: K X Key 🡪 int * add: Element X Passenger 🡪 void |
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