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MultiStackInterface

+ isEmpty: bool
+ push(char ch): void
+ pop(): char
+ multiPop(): char
+ getrepeatCount(): int
+ getSize(): int
+ getUniqueCount: int

Node

Data Members

- item : char
- next : *Node

Member Functions

+ Node(): default constructor
+ Node(char newItem, Node* next) : explicit constructor
+ setItem(const char& newItem): void
+ setNext(Node* next): void
+ getItem()const : char
+ getNext()const : Node*

MultiStack

Data Members

- A_List : List

Member Functions

+ MultiStack(): default constructor
+ MultiStack(const MultiStack& anotherStack): Copy Constructor
+ ~MultiStack(): destructor
+ operator=(MultiStack& anotherStack): operator overload.
+ isEmpty: bool
+ push(char ch): void
+ pop(): char
+ multiPop(): char
+ getrepeatCount(): int
+ getSize(): int
+ getUniqueCount: int

List

Data Members

- Top : Node*
- size : int

Member Functions

+ List() : Default constructor
+ List(const List& anotherList): copy constructor
+ ~List() : destructor
+ operator=(const List& anotherList): opeartor overload
+ isEmpty(): bool
+ addNode(char ch): void
+ removeNode(): char
+ removeMultiNodes(): char
+ getRepeatCount(): int
+ getSize(): int
+ getUniqueCount(): int
+ printList(): void