

Stack

push(o), pop(), top(),
size(), isEmpty()

Queue

enqueue(o), dequeue(), front(),
size(), isEmpty()

Vector

elemAtRank(r), replaceAtRank(r, e),
insertAtRank(r, e), removeAtRank(r),
size(), isEmpty()

List

first(), last(), isFirst(p), isLast(p),
size(), isEmpty(), before(p), after(p),
insertLast(e), remove(p), insertFirst(e),
swapElements(p, q), insertBefore(p, e),
insertAfter(p, e), replaceElement(p, e),
elements(), positions()

Sequence

atRank(r), rankOf(p),
all methods of both List and Vector

Tree

root(), parent(v), children(v),
isInternal(v), isExternal(v), isRoot(v),
size(), isEmpty(), positions(),
elements(), swapElements(v, w),
replaceElement(v, e), element(v)

BinaryTree

root(), parent(v), children(v),
leftChild(v), rightChild(v), sibling(v),
isInternal(v), isExternal(v), isRoot(v),
element(v), swapElements(v, w),
replaceElement(v, e), remove(w),
insertLeft(v, e), insertRight(v, e),
size(), isEmpty(),
elements(), positions()

PriorityQueue

insertItem(k, e), removeMin(),
minElement(), minKey()

{Max Priority Queue}

insertItem(k, e), removeMax(),
maxElement(), maxKey()

{LocatorPosition methods}

remove(l), replaceElement(l, e),
replaceKey(l, k)

Position

element()

LocatorPosition

key(), element()

Dictionary

findElement(k), replaceElement(k, e),
insertItem(k, e), removeElement(k),
items(), keys(), elements()

OrderedDictionary

findElement(k), replaceElement(k, e),
insertItem(k, e), removeElement(k),
items(), keys(), elements()

Binary Search Tree

key(v), findElement(k),
insertItem(k, e),
removeElement(k)

(General) Graph

numVertices(), numEdges(),
vertices(), edges(), aVertex(),
degree(v), areAdjacent(v, w),
incidentEdges(v), adjacentVertices(v),
endVertices(e), opposite(v, e),
insertVertex(o), removeVertex(v),
insertEdge(v, w, e), removeEdge(e),
valueAt(v), valueAt(e)

Directed Graph

destination(e), origin(e),
isDirected(e), directedEdges(),
undirectedEdges(),
inDegree(v), outDegree(v),
inIncidentEdges(v),
outIncidentEdges(v),
inAdjacentVertices(v),
outAdjacentVertices(v),
insertDirectedEdge(v, w, o),
makeUndirected(e),
reverseDirection(e),
setDirectionFrom(e, v),
setDirectionTo(e, v)

Comparator

isLessThan(x, y), isGreaterThan(x, y),
isLessThanOrEqualTo(x, y),
isGreaterThanOrEqualTo(x, y),
isEqualTo(x, y), isComparable(x)