House

Street: StringsquareFoot: int

+House(String street, int squareFoot)

+getStreet(): string +getSquareFoot(): int +String toString(): string +equals(other:House):boolean

+compareTo(other: House):int



HouseNode

Data: HouseLink: HouseNode

+HouseNode(data: House, link: HouseNode)

+getData(): house

+setData(data: House): void +getLink(): HouseNode

+setLink(link: HouseNode): void +removeNodeAfter(): void

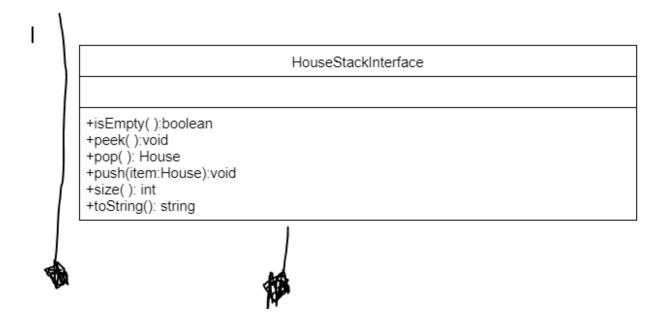
+addNodeAfter(element:House): void

+Display(): String

+ listPosition(:head: HouseNode, position: int): HouseNode

+listLength(head: HouseNode): int

+listSearch(head: HouseNode,target: House):HouseNode



HouseLinkedStack

Top: HouseNodemanyItems: int

+HouseLinkedStack() +isEmpty():boolean +peek(): void

+peek(): Void +pop(): House

+push(item: House):void

+size(): int +toString(): string



HouseStackDriver

+stackToInt(list: HouseLinkedStack):int

+popSome(list: HouseLinkedStack, count: int): int

+extractFromStack(list:HouseLinkedStack, target: House): void

+equalStacks(list: HouseLinkedStack, secondList: HouseLinkedStack): boolean