

CircularDLInterface

+ *CircularDLInterface()*
+ *~CircularDLInterface()*
+ *insertHead(name: string): bool*
+ *insertTail(name: string): bool*
+ *insertAt(name: string, index: int): bool*
+ *removeHead(): bool*
+ *removeTail(): bool*
+ *removeAt(index: int): bool*
+ *clear(): void*
+ *size(): int*
+ *at(index: int): string*



CircularDLL

- struct Node
- head: Node*
- tail: Node*
- length: int

+ find(name: string): bool
+ shuffle(): void



Node

+ data: string
+ next: Node*
+ previous: Node*
+ Node(data: string, next: Node*, previous: Node*)