Factory

+ StationInterface* createStation()

StationInterface

StationInterface() ~StationInterface() bool addToStation(int car) int showCurrentCar() bool removeFromStation() bool addToStack() bool removeFromStack() int showTopOfStack() int showSizeOfStack() bool addToQueue() bool removeFromQueue() int showTopOfQueue() int showSizeOfQueue() bool addToDequeLeft() bool addToDequeRight()

bool removeFromDequeLeft() bool removeFromDequeRight() int showTopOfDequeLeft() int showTopOfDequeRight() int showSizeOfDeque()



StationInterfaceExtra

StationInterfaceExtra() ~StationInterfaceExtra() bool addToIRDequeLeft() bool removeFromIRDequeLeft() bool removeFromIRDequeRight() int showTopOfIRDequeLeft() int showTopOfIRDequeRight() int showSizeOfIRDeque() bool addToORDequeLeft() bool addToORDequeRight() bool removeFromORDequeLeft() int showTopOfORDequeLeft() int showSizeOfORDeque()



Station

- int current_car
- Queue<int> queue

- + ~Station()
- bool addToStation(int car)
- int showCurrentCar()
- + bool removeFromStation() + bool addToStack()
- + bool removeFromStack()
- + int showTopOfStack()
- + int showSizeOfStack()
- + bool addToQueue()
- + bool removeFromQueue()
- + int showTopOfQueue() + int showSizeOfQueue()
- + bool addToDequeLeft()
- + bool addToDequeRight()
- + bool removeFromDequeLeft() + bool removeFromDequeRight()
- + int showTopOfDequeLeft()
- + int showTopOfDequeRight()
- + int showSizeOfDeque()
- + bool addToIRDequeLeft()
- + bool removeFromIRDequeLeft()
- + bool removeFromIRDequeRight()
- + int showTopOfIRDequeLeft()
- + int showTopOfIRDequeRight()
- + int showSizeOfIRDeque()
- + bool addToORDequeLeft()
- + bool addToORDequeRight()
- bool removeFromORDequeLeft()
- + int showTopOfORDequeLeft()
- + int showSizeOfORDeque()

Stack + Stack() + ~Stack() + void push(int item) + void pop() + int top() + bool empty() + intsize() + bool isDuplicate(int carID) Queue LinkedList* data + Stack() + ~Stack() + void push(int item) + void pop() + int top() + bool empty() + intsize() + bool isDuplicate(int carID) Deque + Stack() + ~Stack() + void push(int item) + void pop() + int top() + bool empty() + intsize() + bool isDuplicate(int carID)

Node

int data

Node* next

Node(int data_item, Node* next_ptr = NULL)

LinkedList

- + LinkedList()
- + ~LinkedList()
- + bool findNode(int value)
- + void insertHead(int value)
- + void insertTail(int value)
- + void insertAfter(int value, int insertionNode)
- + void remove(int value)
- + void clear()
- + int at(int index) + int size()