

Data Types & Structures

primitive

non-primitive

integer (int)

character (char)

boolean (bool)

float

pointer

array

string

linear

static

dynamic

non-linear

tree

graph

binary_tree

ArrayList

Queue

+ queue : List

+ maxSize : integer

+ enqueue (element)

+ dequeue () : element

+ peek () : element

+ isFull () : boolean

+ isEmpty () : boolean

Stack

+ stack : List

+ maxSize : integer

+ push (element)

+ pop () : element

+ peek () : element

+ isFull () : boolean

+ isEmpty () : boolean

LinkedList

head : Node

+ add (element)

+ add (index, element)

addFirst (element)

+ addLast (element)

clear ()

element () : element

get (index) : element

getFirst () : element

getLast () : element

+ remove () : boolean

remove (index) : element

+ removeFirst () : element

removeLast () : element

size () : integer

isEmpty () : boolean

insert (element)

insertAt (element)

contains () : boolean

removeAt (index) : boolean

indexOf (element) : integer

list () : string

Node

data : data

next : node

setNextNode (Node)

getNextNode () : Node