Cupertino Restaurants Project UML

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| CupertinoRestaurantsMain |
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| main() |
| processInputFile(binarySearchTree\* : hashTable) : bool |
| menu() |
| processOutputFile(binarySearchTree\*) : bool |

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| menuManager |
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| getUserChoice() : string |
| printMenu() |
| addRestaurantManager() : bool |
| deleteRestaurantManager(string : binarySearchTree : hashTable \*) : bool |
| findRestaurantManager(string : hashTable \*) : string |
| listRestaurantsManager(hashTable \*) |
| listResturantSortedManager(binarySearchTree \*) |
| printIndentedTreeManager(binarySearchTree \*) |
| saveTreeToFileManager(binarySearchTree \*) : bool |
| printHashStats(hashTable \*) |
| removeTrailingWhiteSpace(string \*) : bool |
| quit() |

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| streetList |
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| getStreetName(string &) : bool |
| setStreetName(string &) : bool |
| setNextType(typeList \* |

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| typeList |
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| getRestaurantType(string &) : bool |
| setRestaurantType(string &) : bool |
| setNextType(typeList \*) : bool |

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| restaurantInfo |
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| getName(string &) : bool |
| getNumber(string &) : bool |
| restaurantInfo() |
| restaurantInfo(string, int, streeList, typeList, costType) |

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| binaryNode |
|  |
| getRightChildPtr() : binaryNode \* |
| getLeftChildPtr() : binaryNode \* |
| setRightChildPtr(binaryNode \*) |
| setLeftChildPtr(binaryNode \*) |
| binaryNode() |
| binaryNode(binaryNode \*, binaryNode \* restaurantInfo \*) |

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| binarySearchTree |
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| binarySearchTree(binarySearchTree \*) |

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| hashTable |
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| Search() //should take an argument |
| getNumRestaurants(int \*) : bool |
| getCollisionTable(collisionTable \*) : bool |

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| collisionTable |
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| getNextC(collisionTable \*) : bool |
| setNextC(collisionTable \*) : bool |

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| listHead |
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| listHead() |
| listHead(int, int, pHash\*, binaryNode\*) |