Inheritance

Adaptation

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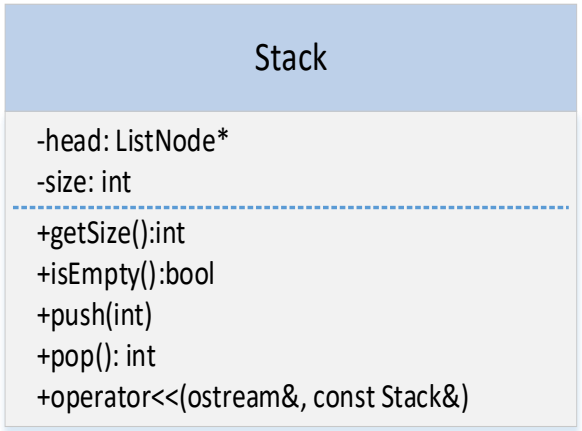
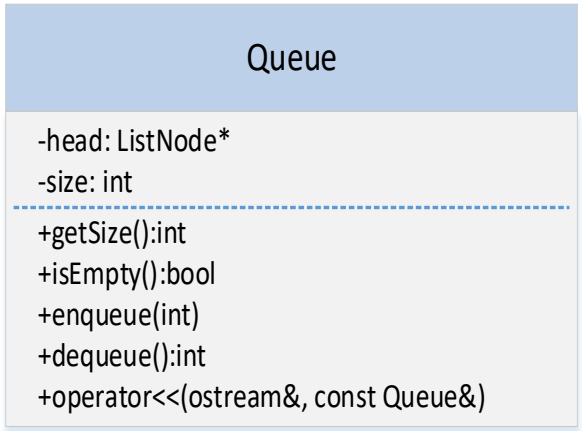
Inheritance: Adaptation





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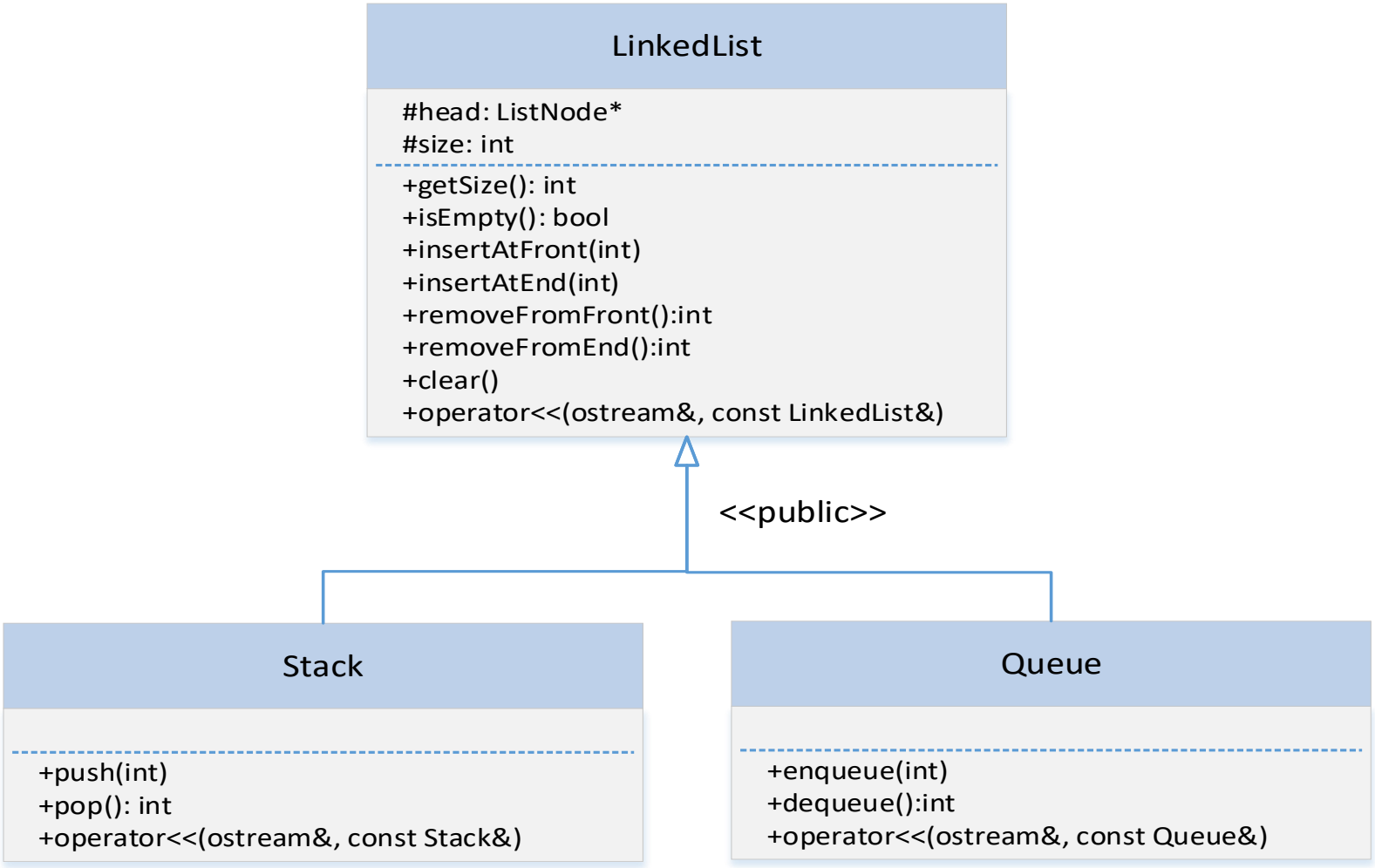

Inheritance: Adaptation

LinkedList
-head: ListNode* -size: int
+getSize(): int +isEmpty(): bool +insertAtFront(int) +insertAtEnd(int) +removeFromFront():int +removeFromEnd():int +clear() +operator<<(ostream&, const LinkedList&)

Stack
-head: ListNode* -size: int
+getSize(): int +isEmpty(): bool +insertAtFront(int) +insertAtEnd(int) +removeFromFront():int +removeFromEnd():int +clear() +push() +pop() +operator<<(ostream&, const Stack&)

Queue
-head: ListNode* -size: int
+getSize(): int +isEmpty(): bool +insertAtFront(int) +insertAtEnd(int) +removeFromFront():int +removeFromEnd():int +clear() +enqueue() +deque() +operator<<(ostream&, const Queue&)

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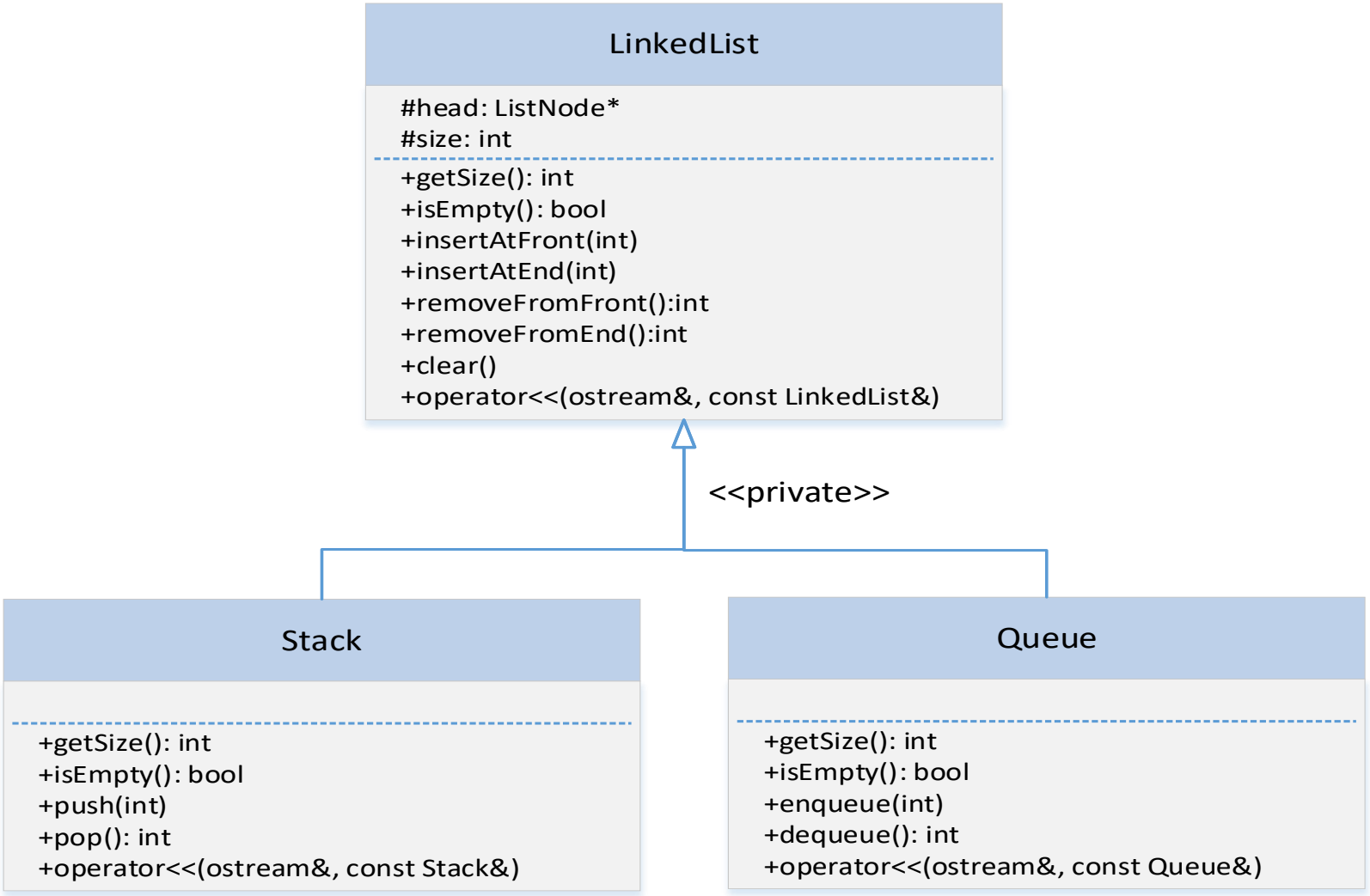
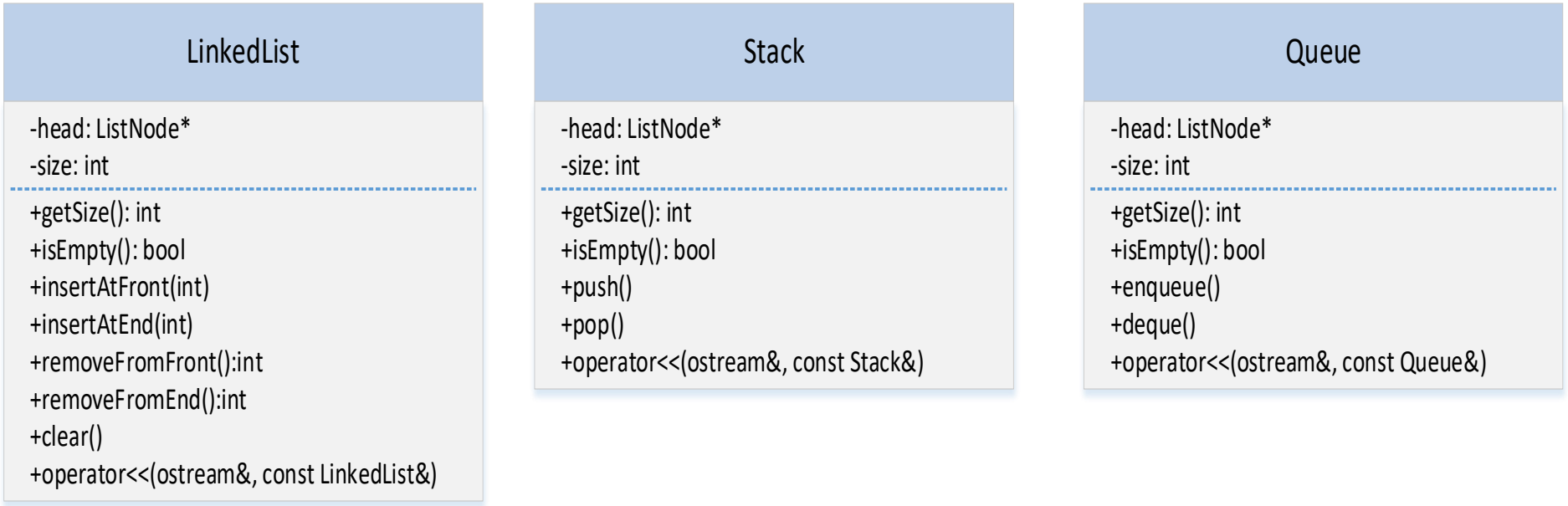
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