

### Node<T>

Node(T info)	:: Constructor
Node(T info, Node<T> next)	:: Constructor
getInfo()	:: T
getNext()	:: Node<T>
setInfo(T info)	:: void
setNext(Node<T> next)	:: void
toString()	:: String

### Stack<T>

Stack()	:: Constructor
push(T x)	:: void
pop()	:: T
top()	:: T
isEmpty()	:: Boolean
toString()	:: String

### BinTreeNode<T>

BinTreeNode(T info)	:: Constructor
BinTreeNode(BinTreeNode<T> left, T info, BinTreeNode<T> right)	:: Constructor
getInfo()	:: T
getLeft()	BinTreeNode<T>
getRight()	BinTreeNode<T>
setInfo()	:: void
setLeft(BinTreeNode<T> left)	:: void
setRight(BinTreeNode<T> right)	:: void
toString()	:: String

### List<T>

List()	:: Constructor
getFirst()	:: Node<T>
insert(Node<T>, T info)	:: Node<T>
remove(Node<T> p)	:: Node<T>
isEmpty()	:: Boolean
toString()	:: String

### Queue<T>

Queue()	:: Constructor
insert(T x)	:: void
remove()	:: T
head()	:: T
isEmpty()	:: Boolean
toString()	:: String



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