

implement set using HashMap \Rightarrow import class HashMap (i.e. import interface

Iterator \Rightarrow class set \Rightarrow now done

add (E e) \Rightarrow add element to set

remove (Object o) \Rightarrow remove object from set

size () \Rightarrow return number of objects in set

contains (Object o) \Rightarrow return true if set contains o

iterator () \Rightarrow return an iterator for set

isEmpty () \Rightarrow return true if set is empty

addAll (Set <? extends E> c) \Rightarrow return $Set_1 \cup Set_2$

removeAll (Set <? c) \Rightarrow return $Set_1 - Set_2$

containsAll (Set <? c) \Rightarrow return $Set_1 \supseteq Set_2$

retainAll (Set <? c) \Rightarrow return $Set_1 \cap Set_2$

clear () \Rightarrow clear set