Assignment 2 UML Class Diagram

```
LinkedSet
                                                                                        «interface»
-MAX_SIZE: int {readOnly}
                                                                                       SetInterface
« *LinkedSet()
                                                                  ~add(newEntry: T): boolean
+add(newEntry: T): boolean
+remove(anEntry: T): boolean
                                                                 ~remove(anEntry: T): boolean
                                                                 ~remove(): T
+remove(): T
                                                                 ~clear(): void
+clear(): void
                                                                 ~contains(anEntry: T): boolean
+contains(anEntry: T): boolean
+getCurrentSize(): int
                                                                  ~getCurrentSize(): int
+isEmpty(): boolean
                                                                 ~isEmpty(): boolean
                                                                 ~isFull(): boolean
+isFull(): boolean
                                                                 ~toArray(): T[*]
+toArray(): T[*]
+union(anotherSet: SetInterface): SetInterface
                                                                  ~union(anotherSet: SetInterface): SetInterface
+intersection(anotherSet: SetInterface): SetInterface
                                                                  ~intersection(anotherSet: SetInterface): SetInterface
                                                                  ~difference(anotherSet: SetInterface): SetInterface
+difference(anotherSet: SetInterface): SetInterface
      -integerSet
                     -stringSet
             LinkedSetTest
                                                                    Node
        +setUp(): void
        +add(): void
```

## +add(): void +remove(): void +remove1(): void +clear(): void +contains(): void +getCurrentSize(): void +isEmpty(): void +isFull(): void +toArray(): void +union(): void

+intersection(): void
+difference(): void