class:ItemType

<<BagInterface>> +getCurrentSize(): int +isEmpty(): bool +add(newEntry:ItemType): bool +remove(anEntry:ItemType): bool +clear(): void +getFrequencyOf(anEntry:ItemType): int +contains(anEntry:ItemType): bool +toVector(): vector

ItemType:class

## Bag

```
-DEFAULT BAG SIZE: int = 6
-items: ItemType[]
-itemCount: int
-maxItems: int
-getIndexOf(target:ItemType): int
+Bag(): Bag
+getCurrentSize(): int
+isEmpty(): bool
+add(newEntry:ItemType): bool
+remove(anEntry:ItemType): bool
+clear(): void
+contains(anEntry:ItemType): bool
+getFrequencyOf(anEntry:ItemType): int
+toVector(): vector
```