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UML Class Diagram
+ Set
+ Set()
+ makeEmpty()
+ isEmpty()
+ add(int)
+ remove(int)
+ elementOf(int)
+ size()
+ union(Set)
+ intersection(Set)
+ setDifference(Set)
+ toString()
+ valueAt(int)

Legend	
+	Public
-	Private
	Package
#	Protected

Data Table - Set Class		
Variable	Type	Purpose
array	int[]	A public array that is manipulated in the code

Data Table - Set		
Variable	Type	Purpose
array	int[]	Generates a new array

Data Table - makeEmpty		
Variable	Type	Purpose
index	int	Used as an index for loops

Data Table - isEmpty		
Variable	Type	Purpose

Data Table - add		
Variable	Type	Purpose
newArray	int[]	A second array that the modifications will be saved to
index	int	Used as an index for loops

Data Table - remove		
Variable	Type	Purpose
newArray	int []	A secondary array that the modifications will be saved to
index	int	Used as an index for loops
counter	int	Used as a secondary index

Data Table - elementOf		
Variable	Type	Purpose
index	int	Used as an index for loops
result	boolean	Used as the return value; true if a number needs to be removed

Data Table - size		
Variable	Type	Purpose

Data Table - union		
Variable	Type	Purpose
newSet	Set	Used as a new Set object for changes made
index	int	Used as an index for loops

Data Table - intersection		
Variable	Type	Purpose
newSet	Set	Used as a new Set object for changes
index	int	Used as an index for loops

Data Table - setDifference

Variable	Type	Purpose
unionSet	Set	Creates a set object that will be used for the union function
intersectionSet	Set	A Set object that Is used for the intersection function
differenceSet	Set	A Set object that Is used for the setDifference function

Data Table - toString		
Variable	Type	Purpose
result	String	The value that will be returned
index	int	Used as an index for loops

Data Table - valueAt		
Variable	Type	Purpose