```
run:

IS_EMPTY
true

ADD Cabbage
Bag: {Cabbage}

ADD Cucumber
Bag: {Cabbage, Cucumber}

ADD Broccoli
Bag: {Cabbage, Cucumber, Broccoli}

COUNT Cucumber
Number of "Cucumber": 1

ADD Banana
Bag: {Cabbage, Cucumber, Broccoli, Banana}

ADD Broccoli
Bag: {Cabbage, Cucumber, Broccoli, Banana, Broccoli}

ADD Guava
Bag: {Cabbage, Cucumber, Broccoli, Banana, Broccoli, Guava}

REMOVE Cucumber
Bag: {Cabbage, Guava, Broccoli, Banana, Broccoli}

REMOVE Cucumber
Bag: {Cabbage, Guava, Broccoli, Banana, Broccoli}

REMOVE Cabbage
Bag: {Broccoli, Guava, Broccoli, Banana}

ADD Guava
Bag: {Broccoli, Guava, Broccoli, Banana, Guava}

REMOVE Coconut
Bag: {Broccoli, Guava, Broccoli, Banana, Guava}

ADD Guava
Bag: {Broccoli, Guava, Broccoli, Banana, Guava, Guava}

COUNT Guava
Number of "Guava": 3

REMOVE Banana
Bag: {Broccoli, Guava, Broccoli, Guava, Guava}
```

```
REMOVE Guava
Bag: {Broccoli, Broccoli}

ADD Orange
Bag: {Broccoli, Broccoli, Orange}

COUNT Banana
Number of "Banana": 0

REMOVE Orange
Bag: {Broccoli, Broccoli}

ADD Broccoli
Bag: {Broccoli, Broccoli, Broccoli}

IS_EMPTY
false

REMOVE Broccoli
Bag: {}

IS_EMPTY
true

REMOVE Broccoli
Bag: {}
BUILD SUCCESSFUL (total time: 0 seconds)
```