Bag Add

template<class ItemType>

bool ArrayBag<ItemType>::add(const ItemType& newEntry)

{

bool hasRoomToAdd = (itemCount < maxItems);

if (hasRoomToAdd)

{

items[itemCount] = newEntry;

itemCount++;

} // end if

return hasRoomToAdd;

} // end add

Bag Remove

template<class ItemType>

bool ArrayBag<ItemType>::remove(const ItemType& anEntry)

{

int locatedIndex = getIndexOf(anEntry);

bool canRemoveItem = !isEmpty() && (locatedIndex > -1);

if (canRemoveItem)

{

itemCount--;

items[locatedIndex] = items[itemCount];

} // end if

return canRemoveItem;

} // end remove