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Lab 3 pseudocode

* Equals
  + Create another bag of nodes
  + Make a loop that checks currentNodes data is equal to another node in the other bag
* getMax
  + create a loop that goes through all the nodes and keeps track of which node has the largest value
  + return the maxNode
* removeMin
  + create a loop that goes through all the nodes keeping track of which node has the smallest value
  + once the node loop reaches null stop the loop
  + return the minNode
* removeEvery
  + create a while loop that goes through the nodes
  + once aNode equals anEntry tell the previous node to point to the next node
* union
  + add the first chain of nodes to the unionBag.
  + Tell the last entry in the first chain to point to the second chain of nodes
* Intersection
  + Create a while loop that checks if each node is equal to a node in the other bag
  + If it is add it to the chain of nodes in intersection
  + Return the intersection nodesBag
* Difference
  + Create a while loop that checks if each node is equal to a node in the othe bag
  + If not equal then add the node to the chain of nodes in differenceBag
  + Return the differenceBag
* moveLastToFront
  + create a while loop that checks for the node right before the null entry
  + once node is found make it into the firstEntry and tell the node before the entry to not point to that node anymore
* replace
  + replace the firstNode with the replacementNode and have it point to the next node
* findMiddleElementInOnePass
  + check if first node is null if so return null
  + if != null make a while loop that keeps trach of all nodes and the amount of nodes
  + divide the amount of nodes by 2
  + delete that node
* checkIfLoopExists
  + create a while loop that keeps track of first three nodes
  + if the three nodes are hit twice in a row return true
  + else return false
* createALoop
  + create a while loop that finds the last node
  + have the last node point to the first node