

PSEUDOCODE

Pseudocode for BeadedBag.cpp:

Create BeadedBag class:

- Declare a private list called 'bag' to hold items.

Function insert(item):

- If the bag doesn't already contain the item:
 - Add the item to the bag.

Function size():

- Count how many items are in the bag and return the count.

Function contains(item):

- For each item in the bag:

- If the item is the same as the one we're checking:
 - Return true (it's already in the bag).

- If we've checked all items and didn't find a match:
 - Return false (it's not in the bag).

Pseudocode for BeadedBag.h:

Create BeadedBag class:

- Declare a private list called 'bag' to hold items.

Function insert(item):

- If the bag doesn't already contain the item:
 - Add the item to the bag.

Function size():

- Count how many items are in the bag and return the count.

Function contains(item):

- For each item in the bag:

- If the item is the same as the one we're checking:
 - Return true (it's already in the bag).

- If we've checked all items and didn't find a match:
 - Return false (it's not in the bag).

Pseudocode for Item.cpp

Create Item class:

- Declare a private string variable called 'm_name' to hold the item's name.

Constructor Item(item_name):

- Set 'm_name' to the provided item_name.

Function getName():

- Return the value of 'm_name'.

Function isEqual(other_item):

- If the name of this item is the same as the name of the other item:
 - Return true.

- Otherwise:

- Return false.