

# Briefing

The data structure is an ordered collection of generic items that closely resembles `java.util.List<E>` interface and offers the following functions:

- `T get(int i)`: returns *i*th element in the list
- `List<T> getAll()`: returns a list of all elements in the structure
- `void add(T t)`: adds an element to the end of the structure
- `void add(int i, T t)`: adds an element to the structure at the *i*th index similar to how `ArrayList` behaves
- `T remove()`: removes and returns the element at the beginning of the structure
- `T remove(int i)`: removes and returns the element at *i*th index of the structure similar to how `ArrayList` behaves
- `double getWindowAverage()`: return the average of the elements in the window

## Time complexity:

- `T get(int i)`:  $O(1)$
- `List<T> getAll()`:  $O(1)$
- `void add(T t)`:  $O(1)$
- `void add(int i, T t)`:  $O(1)$
- `T remove()`:  $O(1)$
- `T remove(int i)`:  $O(1)$
- `double getWindowAverage()`:  $O(1)$

## Assumptions

- The elements implement **`Java.lang.Number`** interface
- The elements are immutable