
```
// NOT FINISHED
```

```
/*
```

```
public class Bag {
    // INSTANCE VARIABLES
    private Node top;
    private int capacity;
    private int count;

    // CONSTRUCTORS
    public Bag() {
        this.first = null;
    }
    public Bag(Node first) {
        this.first = first;
    }

    // PUBLIC METHODS
    public void add() {

    }
    public void remove() {

    }
    public boolean isEmpty() {

    }
    public int count() {

    }
    public Node peek() {

    }
}
*/
```