

Implementing a Bag

Assume you have the following instance data:

```
Object[] elements[CAPACITY];  
int numberOfElements = 0;
```

Sketch the pseudo-code for the following methods:

```
void add(item)  
{
```

```
}
```

```
int getSize()  
{
```

```
}
```

```
int getCapacity()  
{
```

```
}
```

```
boolean contains(item)  
{
```

```
}
```