```
public classBag {
    private int[] elems;
    private int count;

    publicBag(int[] initialElements) {
        this.count = initialElements.Length;
        int[] e = new int[initialElements.Length];
        initialElements.CopyTo(e, 0);
        this.elems = e;
    }

    public Bag(int[] initialElements, int start, int howMany) {
        this.count = howMany;
        int[] e =new int[howMany];
        Array.Copy(initialElements, start, e, 0, howMany);
        this.elems = e;
    }

    public int Count() {
        return count;
    }

    public int[] GetElements() {
        return elems;
    }

    public int RemoveMin() {
        int m = System.Int32.MaxValue;
        int mindex = 0;
        for(inti = 0; i < count; i++) {
            if(elems[i] < m) {
                mindex = i;m = elems[i];
            }
        }
        count--;
        elems[mindex] = elems[count];
        return m;
    }

    public void Add(intx) {
        if(count == elems.Length) {
            int[] b =new int[2*elems.Length];
```

```
            Array.Copy(elems, 0, b, 0, elems.Length);
            elems = b;
        }
        elems[count] = x;count++;
    }
}
```