1. Accept bag object
2. Create a new intersection bag object
3. Copy bag object as a copy Bag object to delete elements later
4. Set target element from the original object
5. Loop // Traverse original object
   1. Check the target exists in the copy bag object

Yes, Check intersection bag is full

Yes, resize the intersection bag object

Add target to intersection bag object

Delete the target in the copy bag object

* 1. Back to 5 until the target hits the last index of the Original object

1. Return intersection bag object