Ex1:

1. h
2. UML class diagram of **List**

java.util.List

<<interface>>

|  |
| --- |
| ArrayList<E> |
|  |
|  |

|  |
| --- |
| LinkedList<E> |
|  |
|  |

|  |
| --- |
| MaxMinIntList |
| -min: Integer  -max: Integer |
| +add(Integer): boolean  +remove(Object): boolean  +getMin(): Integer  +getMax(): Integer |

|  |
| --- |
| List<E> |
|  |
| +add(E): boolean  +remove(Object): boolean |

<<implements>>

*need to store* ***integers*** *+ know* ***min, max***

1. ArrayList<Integer>
2. – override, add, remove 🡪 find/update min, max

* getMin, getMax 🡪 determine/update min, max + return them