

```
public Set union(Set rhs)
```

```
{
```

```
    // creating set to store the union
```

```
    Set c = new Set();
```

```
    // adds the elements to this set if they do not exist
```

```
    for (int i = 0; i < elements.Count; i++)
```

```
    {
        if (!c.ContainsElement(elements[i]))
        { // if 'c' doesn't already contain the elements it adds them
            c.AddElement(elements[i]);
        }
    }
```

```
    // goes through the passed list
```

```
    for (int i = 0; i < rhs.elements.Count; i++)
```

```
    {
        if (!c.ContainsElement(rhs.elements[i]))
        { // if the list 'c' does not have the current elements it adds them to c
            c.AddElement(rhs.elements[i]);
        }
    }
```

```
    return c; // returns C for union
```