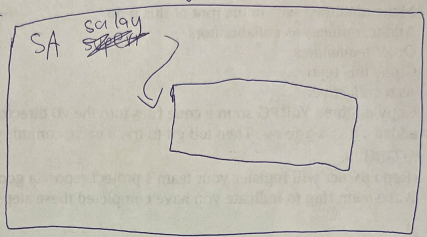
Reviewed by Java Coffee

Methods:
- Remove Add at Index
- change set to be like a replace
- After add

Your TRIO MISSION:

Foo Mega

* wrapper class for SA
* imposs invariant
  that elements are ordered in an ascending



Instance Variables:
public SuperArray salay;

Resultant array should acquire Atributes of SA (_data and _size) (of type SA)

Input array=aa
Resultant array=ra

invariant: one dummy created by for loop to _size

for each int in list
dupe=0
counter=-1
for each int
if int = than
counter++

if int = than
dupe++

_data [counter]= data
for (0, <dupe, ++)
_data[i] = data

{4, 3, 5}

for loop left to right
use counter (initianalized at -1)

ra[0] = aa[0]

iterate through aa, comparing (aa.get(1)) to ra.get(0)

aa > aa.get(i)
aa.get(i)
using add at index 0 to avoid issues

what are you comparing this to??

<aa.get(i)
>maximum of ra

aa.get(
(add at index
ra _size

<maximum of ra

iterate through ra, comparing values

aa.get(i) < ra.get(i)
add at index

aa.get(i) > ra.get(i)
keep iterating