

Class Item

Private members:

m_name: string

Public methods:

// Constructor

Item(name: string)

m_name = name

// Getter for item name

String getName()

return m_name

// Method to check equality with another item

Boolean isEqual(other: Item)

return m_name equals other.m_name

End Class

Class BeadedBag

Private members:

items: vector of Item

Public methods:

// Method to insert an item into the Beaded Bag

Void insert(to_insert: Item)

// Check if the item is not already present in the Beaded Bag

if not contains(to_insert) then

// If not present, insert the item into the Beaded Bag

add to_insert to items

end if

// Method to check if a certain item is present in the Beaded Bag

Boolean contains(maybe_contained_item: Item)

for each item in items do

if item.isEqual(maybe_contained_item) then

return true

end if

end for

return false

// Method to determine the number of items in the Beaded Bag

Int size()

return size of items

End Class