

Objective

Today we're discussing *scope*. Check out the [Tutorial](#) tab for learning materials and an instructional video!

The *absolute difference* between two integers, a and b , is written as $|a - b|$. The *maximum absolute difference* between two integers in a set of positive integers, *elements*, is the largest absolute difference between any two integers in *elements*.

The *Difference* class is started for you in the editor. It has a private integer array (*elements*) for storing N non-negative integers, and a public integer (*maximumDifference*) for storing the maximum absolute difference.

Task

Complete the *Difference* class by writing the following:

- A class constructor that takes an array of integers as a parameter and saves it to the *elements* instance variable.
- A *computeDifference* method that finds the maximum absolute difference between any 2 numbers in N and stores it in the *maximumDifference* instance variable.

Input Format

You are not responsible for reading any input from stdin. The locked *Solution* class in your editor reads in 2 lines of input; the first line contains N , and the second line describes the *elements* array.

Constraints

- $1 \leq N \leq 10$
- $1 \leq \text{elements}[i] \leq 100$, where $0 \leq i \leq N - 1$

Output Format

You are not responsible for printing any output; the *Solution* class will print the value of the *maximumDifference* instance variable.

Sample Input

```
3
1 2 5
```

Sample Output

```
4
```

Explanation

The scope of the *elements* array and *maximumDifference* integer is the entire class instance. The class constructor saves the argument passed to the constructor as the *elements* instance variable (where the *computeDifference* method can access it).

To find the maximum difference, *computeDifference* checks each element in the array and finds the maximum difference between any 2 elements: $|1 - 2| = 1$

$$\begin{aligned} |1 - 5| &= 4 \\ |2 - 5| &= 3 \end{aligned}$$

The maximum of these differences is 4, so it saves the value 4 as the *maximumDifference* instance variable. The locked stub code in the editor then prints the value stored as *maximumDifference*, which is 4.

