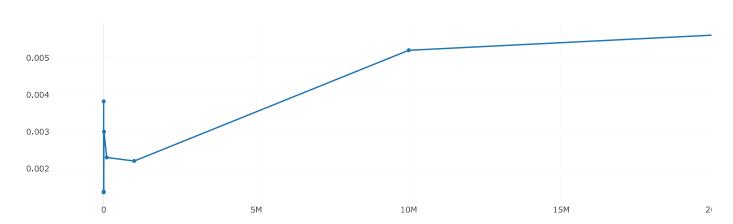
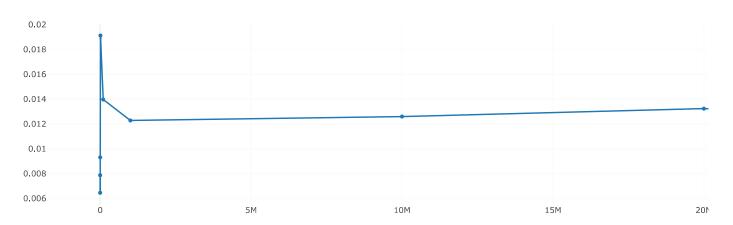


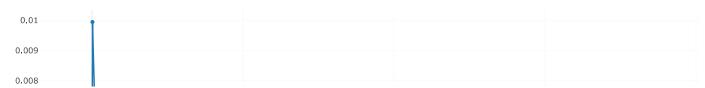
# getLength



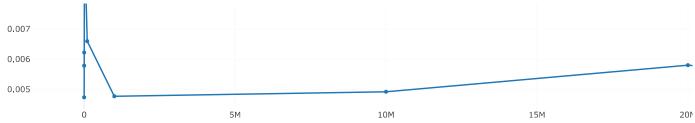
# getByIndex



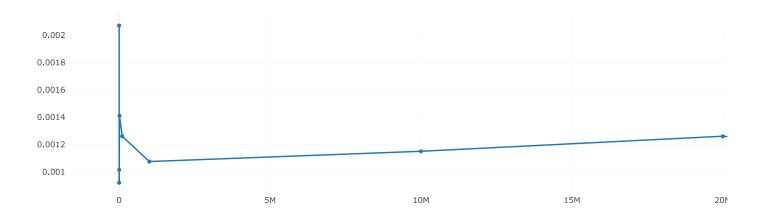
### setByIndex



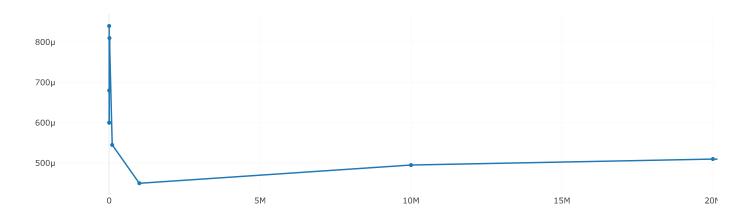




#### containsRandom



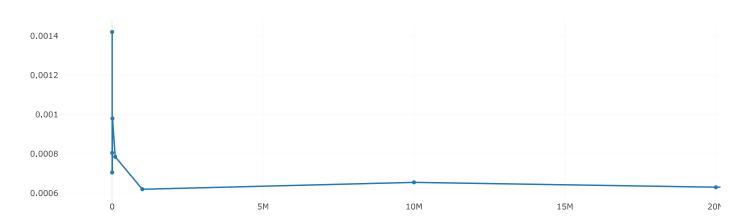
# containsNonExisting



# insertLast



# deleteFirst



### insert

