Let 'ADT Bag' be a finite collection of objects in no particular order. It can contain duplicate items.

Given the 'BagInterface' and UML diagram for 'ArrayBag' class and, create a class called 'ArrayBag' that implements BagInterface using Array.

Then test it using 'ArrayBagDemo' class.

-bag: T[] -numberOfEntries: integer -DEFAULT_CAPACITY: integer +getCurrentSize(): integer +isEmpty(): boolean +add(newEntry: T): boolean +remove(): T +remove(anEntry: T): boolean +clear(): void +getFrequencyOf(anEntry: T): integer +contains(anEntry: T): boolean +toArray(): T[] -isArrayFull(): boolean