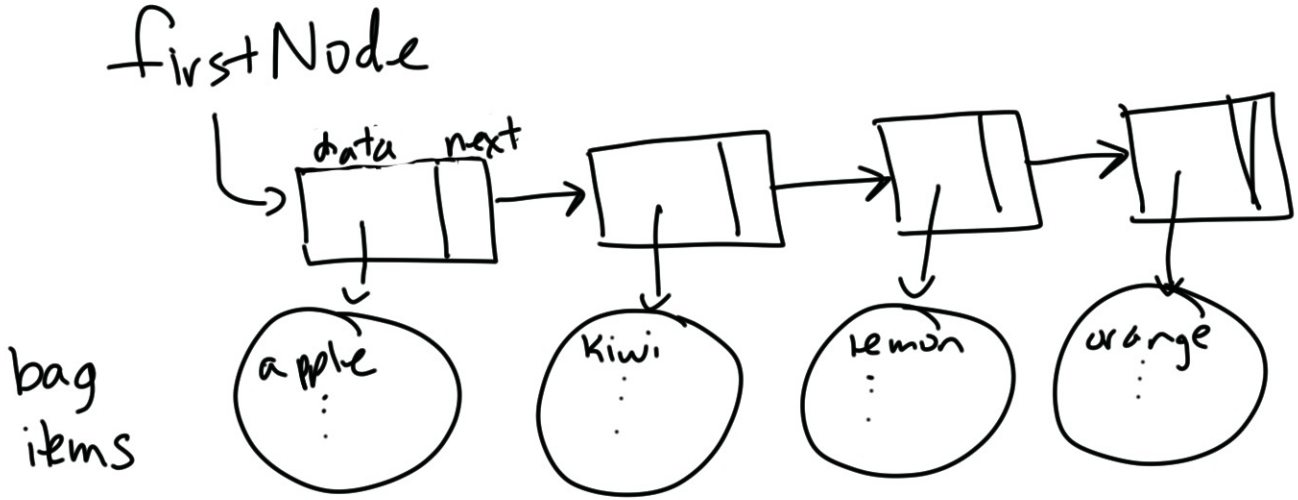
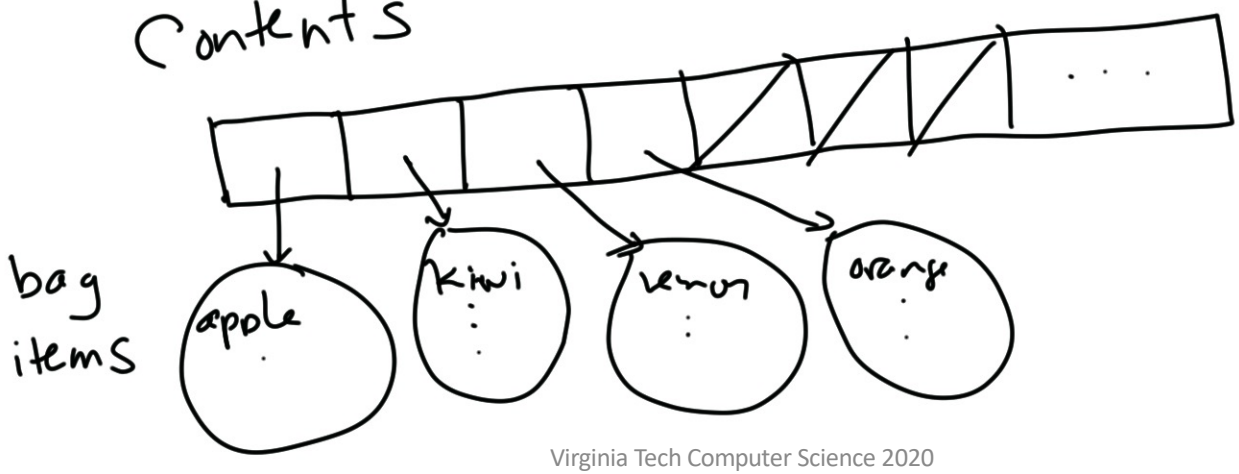
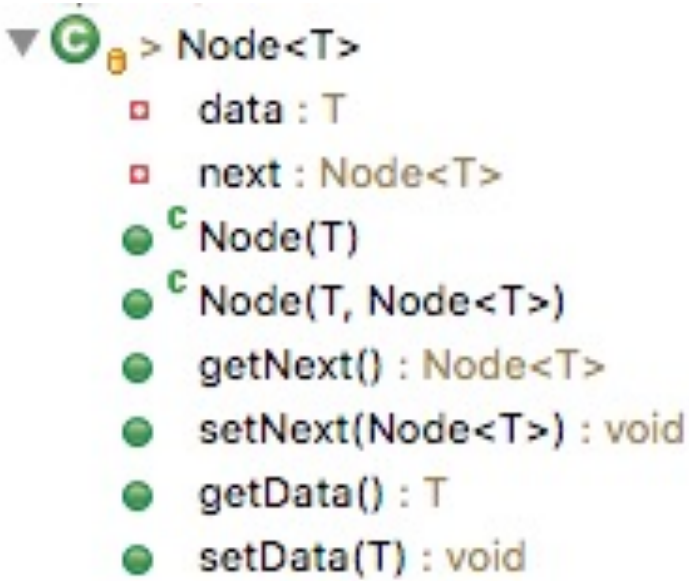
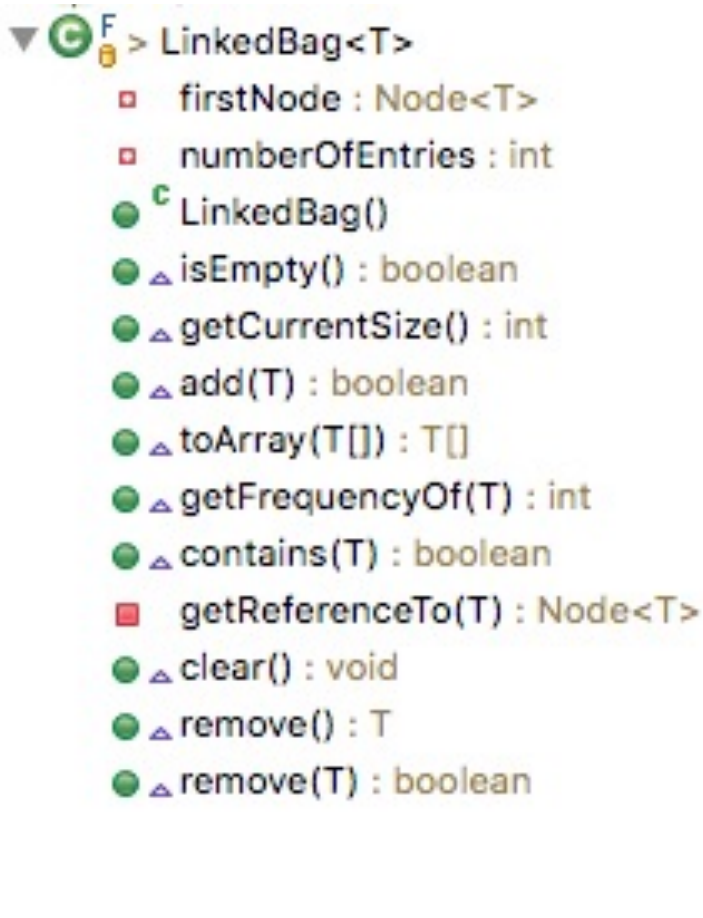

firstNode
data
next
bag
items
apple
Kiwi
lemon
orange


contents
bag
items
apple
Kiwi
lemon
orange


Node<T>
data : T
next : Node<T>
Node(T)
Node(T, Node<T>)
getNext() : Node<T>
setNext(Node<T>) : void
getData() : T
setData(T) : void


LinkedBag<T>
firstNode : Node<T>
numberOfEntries : int
LinkedBag()
isEmpty() : boolean
getCurrentSize() : int
add(T) : boolean
toArray(T[]) : T[]
getFrequencyOf(T) : int
contains(T) : boolean
getReferenceTo(T) : Node<T>
clear() : void
remove() : T
remove(T) : boolean