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General idea: We create an Object array that stores our "stuff" (type E)

- We can then add things to our bag, search through our bag, and remove stuff from our bag

Are there any limitations of our Bag?

- Can't have an array of type E
  - Need to cast!

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BagOfHolding: a Bag with magically enhanced capacity!

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- It's easier to write, and now I can hold *all* my stuff!



# Let's Look at Code

- Bag.java
- BagOfHolding.java