

```
1
2 public class ObjectAdapter implements Set
3 {
4     private Stack myStack;
5     private Stack auxStack;
6
7     /**
8      * Constructor for objects of class ObjectAdapter
9      */
10    public ObjectAdapter(Stack s)
11    {
12        // initialise instance variables
13        myStack = s;
14    }
15
16
17    public int size(){return myStack.size();}
18    public boolean isEmpty(){return myStack.isEmpty();}
19    public boolean member(int x){
20        boolean res=false;
21        int topElement;
22        auxStack = new Stack(myStack.size());
23        while(!res & ! myStack.isEmpty()) {
24            topElement= myStack.top();
25            myStack.pop();
26            res = (x==topElement);
27            auxStack.push(topElement);
28        }
29
30        while(!auxStack.isEmpty()){
31            myStack.push(auxStack.top());
32            auxStack.pop();
33        }
34        return res;
35    }
36    public void remove(int x){
37        boolean removed=false;
38        int topElement;
39        while(! removed & ! myStack.isEmpty()) {
40            topElement= myStack.top();
41            myStack.pop();
42            if (x==topElement)
43                removed = true;
44            else auxStack.push(topElement);
45        }
46        while(!auxStack.isEmpty()){
47            myStack.push(auxStack.top());
48            auxStack.pop();
49        }
50        return;
51    }
52 }
53
```

