


```
// insert <number>
i <number>

// delete <number>
d <number>

// print 1 if the program contains <number>, otherwise print 0
c <number>

// quit program
q
```

- the program has a data store that can add and delete data
- like the set in math, multiple insertions of same number are treated like a single insert
- deletion of nonexistent numbers should be ignored

input example

```
i 0
i 0
c 0
c 1
i 1
c 1
d 0
c 0
q
```

output example

```
1
0
1
0
```