

```

#include "Wrapper.h"
#include "Set/Set1.hpp"
#include "StaticArray/StaticArray1.hpp"

class NumComparer {
public:
    static Boolean areEqual (preserves Integer& lhs, preserves Integer& rhs)
    {return (lhs == rhs)};
};

#ifdef NDEBUG
    typedef Set1<Integer, NumComparer> numContainer;
#else
    #include "Set/SetChecking.hpp"
    typedef SetChecking1<Set1, Integer, NumComparer> numContainer;
#endif

class arrayContainer{
public:
    numContainer set;
    Integer value;
};

#ifdef NDEBUG
    typedef StaticArray1<arrayContainer, 0, 81> arrayN;
#else
    #include "StaticArray/StaticArrayChecking.hpp"
    typedef StaticArrayChecking1<StaticArray1, arrayContainer, 0, 81> arrayN;
#endif

```