```
BlockClass

  int hits;
  int prize = 200;

  void hit(){
    hits += 1
  }

  int returnPrize(){
    if (hits > 5){
      return prize;
    }
  }
}
```

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BlockObject

  int hits;
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Class A

Object A1

Class B

Object A2

Object B1

Object B2

```
BlockClass

    int hits;
    int prize = 100;

    void hit(){
        hits += 1
    }

    int returnPrize(){
        if (hits > 5){
            return prize;
        }
    }
}
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BlockObject

    int hits;
    int prize = 100;

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        hits += 1
    }

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}
```

```
int x = 5;
int y = 10;


void drawSnowman(){

    …

}
```

```
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