

Instance variables → use the following structure:

[access modifier] [data type] [name of variable];

Example:

```
public String name;
```

Methods → use the following structure:

[access modifier] [return type] [name of method];

Example:

```
public Company[] createCompanies();
```

LastYear

Instance Variables

```
String[] images  
String[] names  
String[] numbers  
String[] assets
```

Methods

```
drawScene()  
drawAsset()  
blankScreen()  
generateNumber()  
resetText()
```

ThisYear

Instance Variables

```
String[] images  
String[] names  
String[] numbers  
String[] assets
```

Methods

```
drawScene()  
drawAsset()  
blankScreen()  
endProgram()
```