

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()