

Names: \_\_\_\_\_

1. Use the UML class diagram presented below to identify the class name, attributes, and methods. Indicate the visibility of the attributes and methods.

Person
-name : String -birthDate : Date
+getName() : String +setName(name) : void +isBirthday() : boolean

2. Use the Javadocs descriptions provided in the code below to implement the methods and make the correct calls in main.

```
public class WWeek3 {
    /**
     * Main method used to call other methods
     * @parameter String args[]
     */
    public static void main(String args[]){
        //write the instructions necessary to call the
        //methods you will implement
    }
    /**
     * minMax method
     * Asks the user to enter the total number to be read.
     * Determines and print the min and max of the numbers read.
     * @param Scanner in
     */

    /**
     * factorial method
     * calculates the factorial of a number
     * @param int num - number to calculate the factorial
     * @return factorial of num
     */

    /**
     * perfectNumber method
     * verifies if a number is a perfect number.
     * A perfect number is a positive integer that is equal to the
     * sum of its positive divisors, excluding the number itself.
     * For instance, 6 has divisors 1, 2 and 3 (excluding itself),
     * and 1 + 2 + 3 = 6, so 6 is a perfect number.
     * @param int num
     * @return boolean - true if num is a perfect number, false otherwise
     */
}
```