

FIGURE 1.0

Person [Object]

Properties	Methods
first name last name address eye color height weight	walk run jump

FIGURE 2.0

Person [Class]

Properties	Methods
firstName lastName address eyeColor height weight score	walk() run() jump() die() respawn()

FIGURE 3.0

Person [Class]

Properties	Methods
firstName lastName address eyeColor height weight score	walk(destination) run() jump() die() respawn()

FIGURE 4.0

Person [Class]

Properties	Methods
firstName lastName address eyeColor height weight score	walk(destination) run() jump() die() respawn() reset() <i>[class method]</i>

FIGURE 5.0

Person [Class]

Properties	Methods
<i>public</i> firstName <i>public</i> lastName <i>public</i> address <i>public</i> eyeColor <i>public</i> height <i>private</i> weight <i>public</i> score	<i>public</i> walk(destination) <i>public</i> run() <i>public</i> jump() <i>public</i> die() <i>public</i> respawn() <i>public</i> reset() [<i>class method</i>] <i>private</i> takeAStep()