Alright, now let's take a look at another exercise. So once again in the Fundamentals folder, open up this class. DemeritPointsCalculator.

So here we have one method. Calculate DemeritPoints. We give it the speed of a car will tell us how many DemeritPoints that driver should get for speeding. So this is the algorithm I've implemented here. For every five kilometers over the speed limit, which is 65, we're going to give that driver one point.

So if the driver is 15 kilometers over the speed limit, they should get three DemeritPoints. So go ahead, and write unit tests for this function, to make sure it's implemented properly. Next we're going to look at my solution.