

MyVehicleTest>>#testSimpleCarHasFourWheels  
MyVehicleTest>>#testHasFourWheels  
MyVehicleTest>>#testBikeHasTwoWheels

Increase a literal integer in MyVehicle>>#hasFourWheels			
Change a message send with #yourself in MyVehicle class>>#newBike			
Replace #= with #'~=' in MyVehicle>>#hasFourWheels			
Convert a literal integer to zero in MyVehicle>>#hasFourWheels			
Decrease a literal integer in MyVehicle>>#hasFourWheels			
Decrease a literal integer in MyVehicle class>>#newBike			
Nullify the value assigned in MyVehicle>>#numberOfWheels:			
Decrease a literal integer in MyVehicle class>>#newSimpleCar			
Change a message send with #yourself in MyVehicle>>#initializeWithNumberOfWheels:			
Convert a literal integer to zero in MyVehicle class>>#newSimpleCar			
Remove ^ in MyVehicle class>>#newSimpleCar			
Change a message send with #yourself in MyVehicle class>>#newBike			
Convert a literal integer to zero in MyVehicle class>>#newBike			