11.5 4a&b:

5 Attributes for a character in a video game:

* Personality
* Weight
* Height
* Age
* Color

5 behaviors that a character in a video game should have:

* How far from nearest object
* Drop item
* Shoot badguy
* Pickup coin
* Heal self

11.5 7a&b: Construct a class diagram for a Country class. Each country has a capital city. The attributes of interest for each country are its population, size, main agricultural product, and main manufactured product:

|  |
| --- |
| **Country** |
| Capital:string  Population:int  Size:int  main agricultural product:string  main manufactured product:string |
| setPopulation()  setSize()  setAgriculturalproduct()  setManufacturedproduct()  changePopulation()  changeSize()  changeAgriculturalproduct()  changeManufacturedproduct() |