The Voting machine tallies votes of two parties.

Instance Variables:

Private int \_DemoVotes – Keeps track of the votes for Democrats

Private int\_RepubVotes – Keeps tack of the votes for Republicans

Constructors:

Public VotingMachine(){

//sets both private variables to 0

}

Methods:

Public void Clear(){

//Clears the voting machine

}

Public void voteBlue(){

//adds one vote to the \_DemoVotes

}

Public void voteRed(){

//adds one vote to the \_RepubVotes

}

Public int getDemocratVotes(){

//Returns \_DemoVotes

}

Public int getRepublicanVotes(){

//Returns \_RepubVotes

}

Public String winner(){

//Returns a string that contains the winner, either Democrat or Republican

}