/\*\*

\* Combination Lock Object used in PP8.1

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\*

\*/

public class ComboLock {

private int firstNum, secondNum, thirdNum;

private int attempt1, attempt2, attempt3;

private boolean turn1, turn2, turn3;

/\*\*

\* Constructs a ComboLock with given Combination Unlock Codes

\* **@param** secret1

\* **@param** secret2

\* **@param** secret3

\*/

public ComboLock(int secret1, int secret2, int secret3)

{

//Allocates space and inputs Default variables

}

/\*\*

\* Resets the attempts and allows for retries after.

\*/

public void reset()

{

//sets the attempts series to -1 and all turn Booleans to false

}

/\*\*

\* Turns the virtual Dial counter-clock wise to attempt to input an entry

\* **@param** ticks

\*/

public void turnLeft(int ticks)

{

//Checks whether or not the 1st turn Boolean is true, also checks whether the attempt1 is -1, if both isn’t true, then it ticks false and records the number

}

/\*\*

\* Turns the virtual Dial clock wise to attempt to input an entry

\* **@param** ticks

\*/

public void turnRight(int ticks)

{

//The same thing but for the 1st and 3rd turn Booleans and attempt spaces

}

/\*\*

\* Determines whether or not the series of inputs are valid

\* **@return** true if all inputs are valid

\*/

public boolean open()

{

//Checks if all turn Booleans are true and if the attempts match up with the secret numbers

}

}