The Person Object within Programing Project 3.6 contains a Friend Count, Friends List, and the person’s Name.

Instance Variables:

Int \_friendCount – Amount of Friends a Person has

String \_name – The Name of the Person

String \_friendNames – The Names of the Friends a Person Has

Person(String name){

//The Constructor that requires a name for the person, whom of which doesn’t have any friends

}

Person(String name, String friends){

//Constructor that requires a name and a list of names of the person’s friend separated by spaces

}

Private void \_friendCounter(String friends){

//A function that when given the friends list, will count the amount of friends

}

Public int getFriendCount(){

//A function that returns the \_friendCount variable

}

Public String getName(){

//A function that returns the Person’s name

}

Public String getFriendNames(){

//A function that return the Person’s Friends’ Names

}

Public void befriend(Person P){

//Friends the Given Person

}

Public void unfriend(Person P){

//Unfriends the given Person

}