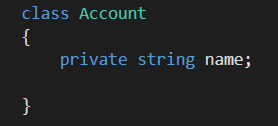
**Lab 2**  
Intro to OOP

Please answer the following questions in Word (or another text editing program). Upload your completed answers directly to Blackboard this time. Please upload either a Word document or PDF. No other formats will be readable in Blackboard when grading.

1. **Give an example of a getter and setter method for the following class:**



Answer: public int Health { get; set; }

1. **How would you instantiate an object or type Account?**

Answer: static public void White(){Console.ForegroundColor = ConsoleColor.White; }

1. **Reformat the following names using camel-case formatting:**

alDente

alphabetSoup

cuyahogaCommunityCollege

number10

1. **Parameters are also considered what? Where can parameters be used?**

Parameters are values that are assigned to objects. For example if you have a function that divides it might take in two parameters at the end. Divide( 1, 2);

1. **What are two values we can use for access modifiers? What does this indicate?**

Answer: Public and private, it determines what can access them and where

1. UML diagrams help us to think through what a class will have (properties/attributes and methods/operations) in it before we code it out. Consider the following classes. **Add two or more attributes and operations to both classes.** Think of a real-world application that will use these classes. You do not need to create an image...just fill them in here.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | **Person** | | - name : string - zipCode : int  -Sex (bool IsFemale)  -Age (int HumanAge) | | + Talk (string sentence, int volume)  + Move (double direction) : double  +Climb (double height)  +sleep (int duration)  +sex (bool isFemale) | | |  | | --- | | **Cup** | | - volume : int  -Durability: double | | + Fill (int volume) : int  +Break (durability = 0) | |