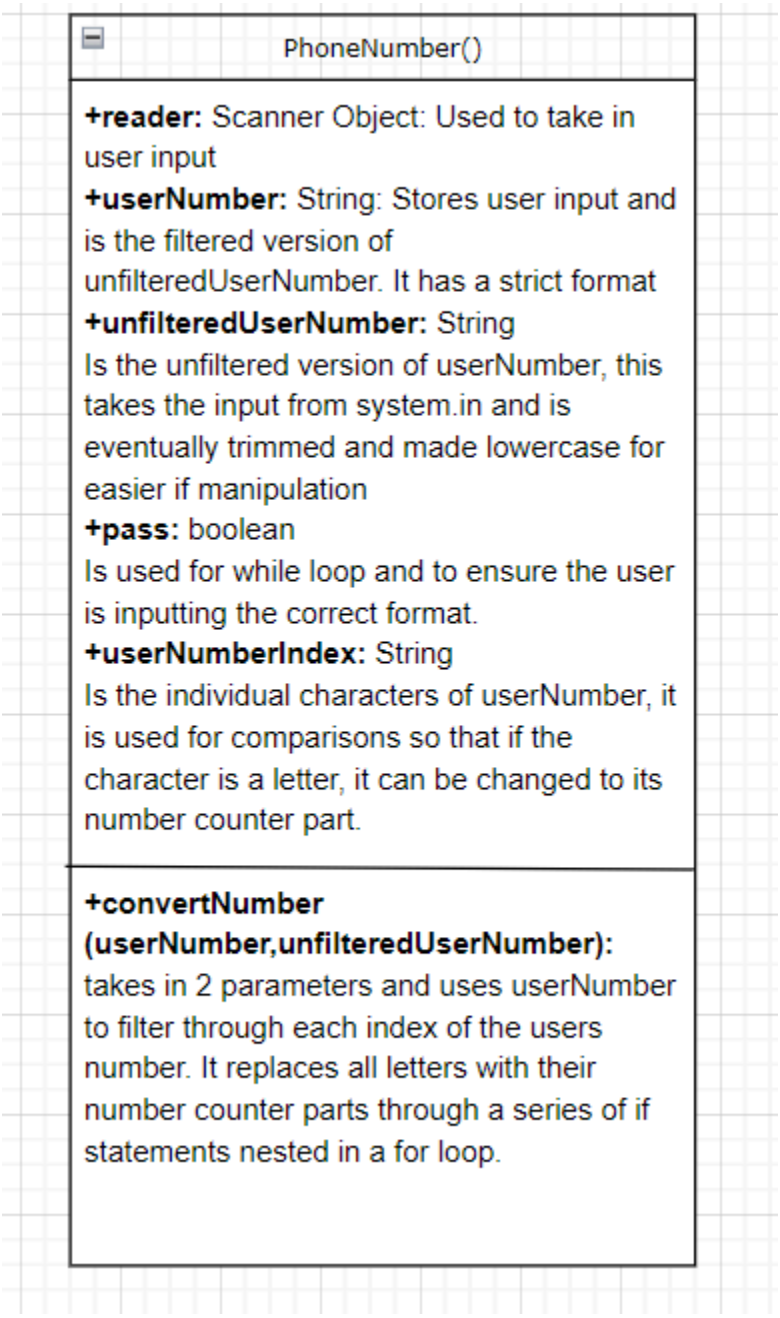
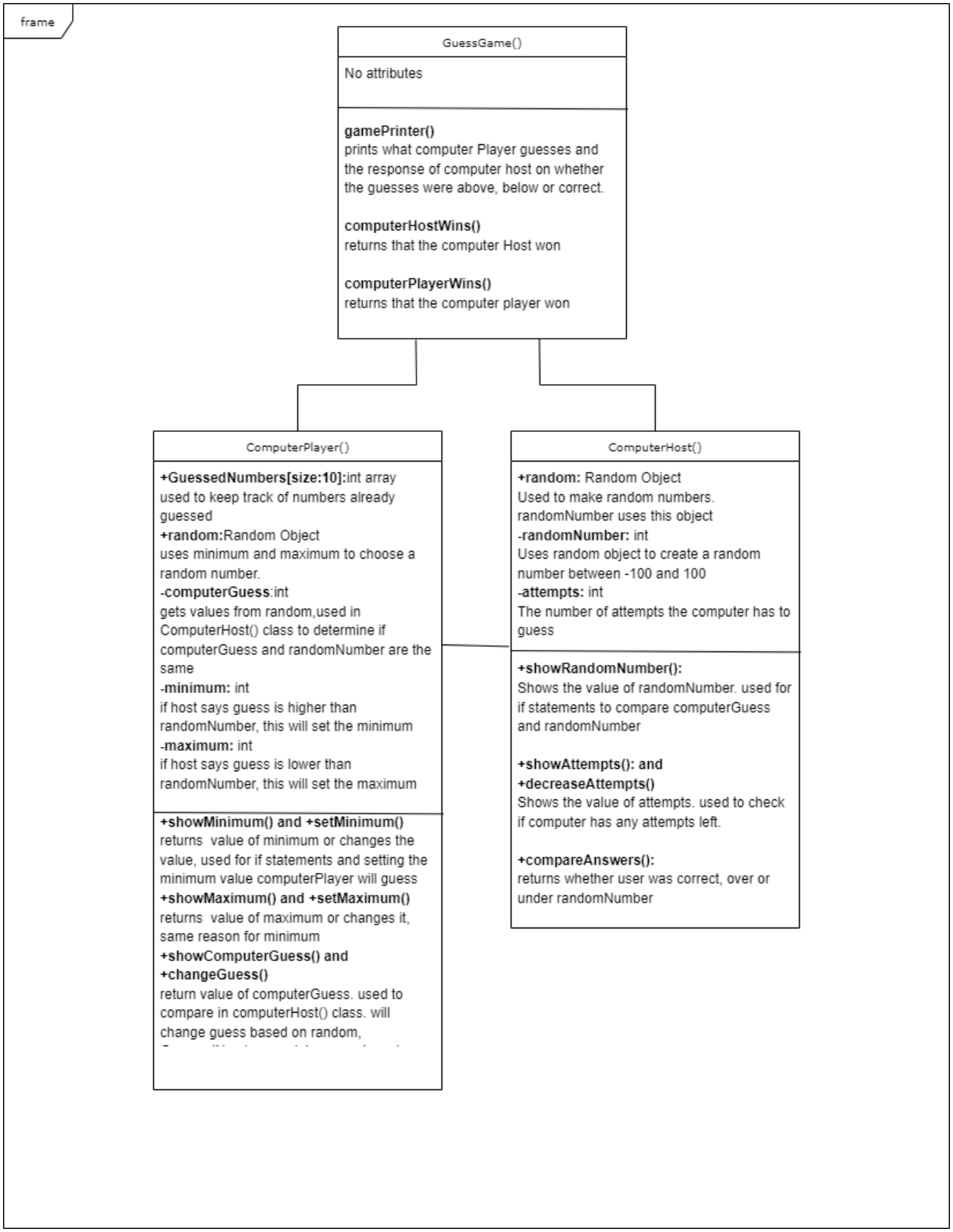
Assignment03-Q3:



Assignment03-Q5:



Assignment03–Q6:

The Self documenting principle was used by explaining what each variable and method did as well as the variable and method names being self explanatory. The Encapsulation principle was used with multiple classes as well as the compareAnswers method in computerHost(). The GuessGame class also has methods that display the results of the game even without attributes by itself. All its function comes from the other classes and their methods. Finally, information hiding principle was also used by making all the important values private, such as the attempts, randomNumber, minimum, maximum and computerGuess. They all require private status so that they cannot be easily changed by outside influence. These values cannot be tampered with so, they require private status so they remain untampered. The classes also cannot know the values between each other without having special access, such as the accessor methods.