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This class is meant to create a computer, using an amount of CPU cores, an amount of Ram in

gigabytes, and a determined Nvidia brand graphics card.

It contains 3 mutators, 3 accessors, as well as 2 constructors (one default and one using

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| --- |
| Computer |
| -RamAmount: int  -CpuCores: int  -NvidiaCard: string |
| +setRamAmountGB(int ramAmountGB): void  +setNvidiaCard(string card): void  +setCpuCoresAmount(int coreAmount): void  +getCpuCoresAmount() const: int  +getRamAmountGB() const: int  +getNvidiaCardModel() const: string  Computer()  Computer(string card, int ramAmountGB, int coreAmount)  ~Computer() |

determined variables), and a destructor.

Business Rules:

* CpuCores can only be 2 to 32