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M9 Method Contract  
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**Operation:**

+ addCargo(ware: Ware) where addCargo is a public instance method of the Ship class and ware is any instance or subclass of Ware. Method returns true if successful, false if ware could not be added to the ship's cargo (due to the ship's cargo slots being full).

**Preconditions:**

An instance of the Ship class must have been initiated and the backing cargo List object must have been initialized. The ship's cargoSlots variable must also have been accurately set, otherwise cargo could be added to a ship even though it wasn't supposed to be.

**Postconditions:**

The ware object was added to the Ship's cargo array, or if adding the ware was unsuccessful, there is no change.