A\_Athans\_ClassDefinition Recipe

Ingredients:

* Variables (the label names of the values)
* Arrays (the values contained in the list)
* Dictionary (?) I don’t see the key/data in the code you gave me and didn’t understand if the word “dictionary” was used as a label or a code within Xcode.

Directions:

* Create a class.
* Define and initialize the attribute.
* Define behaviors by creating a function.
* Instantiate.
* Repeat for each class.
* Build the random array.
* Create a new variable in order to reverse the previously sorted array.
* I don’t understand the dictionary keyword.