

Lesson 4 Assignment

Using the example from the lesson as a starting point, change both classes as follows:

- Add a method to `TextWriter` that clears out the variable `textToDisplay`, leaving it as an empty string.
- Add code to `TextWriterDriver` that creates a third `TextWriter` object with some text in it and displays that text.
- To test your new method, add more code to `TextWriterDriver` that clears the text in the third `TextWriter` object and displays it again to show that there's no text left.

Here are my solutions to this assignment. Try it out yourself before looking at mine, please.

See a sample solution for the `TextWriter` class.

See a sample solution for the `TextWriterDriver` class.