

## Lab 2 Task 2: Become familiar with class *NumberGameCheck* Solution

### 2) Become familiar with class *NumberGame*

1. What attribute stores the players of the game?
2. If *turn* is 15, whose turn is it?
3. Write a line of code that would create an instance of *NumberGame* that violates one of the representation invariants.
4. Which of the representation invariants is it possible to violate by constructing a *NumberGame* improperly?
5. List all the places in this class where a *Player* is stored, an instance attribute of *Player* is accessed or set, or a method is called on a *Player*