Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ worksheet13A  
  
Suppose I have this UML-like diagram:

|  |
| --- |
| Compute |
|  |
| Compute() int add(int x, int y) int subtract(int largerNumber, int smallerNumber) int multiply(int x, int y) int divide(int numerator, int denominator) int square(int x) double squareRoot(int x) |

Here is how I would add 2 and 3:  
Compute compute = new Compute();  
int sum = compute.add(2,3);  
  
Use the Compute class to add 2 and 3.  
  
  
  
  
  
Use the Compute class to subtract 3 from 5.  
  
  
  
  
Use the Compute class to find the square of 5.  
  
  
  
  
Use the Compute class to divide 5 by 3.  
  
  
  
  
  
Use the Compute class to find the square root of 5.