Name: **Casey Sorrells** worksheet14B

An adder adds number to a running total.  
  
Here is the UML-like diagram for an adder.

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| Adder |
| int sum |
| Adder() void initializeSumToZero() //initializes the sum property to 0 void addOneToSum() //increments the sum property void addNumberToSum(int n) //adds n to the sum property int getSum() //retrieves the value that is stored in the sum property |

Write code to:  
create a new Adder  
initialize the sum to zero  
add the number 1 to the sum  
add the number 10 to the sum  
add the number 100 to the sum  
get the sum and store the sum in a variable named mySum  
Use System.out.println to print the value that is stored in mySum  
  
  
**Adder myAdder = new Adder();**

**myAdder.initializeSumToZero();**

**myAdder.addOneToSum();**

**myAdder.addNumberToSum(10);**

**myAdder.addNumberToSum(100);**

**int mySum = myAdder.getSum();**

**System.out.println(mySum);**