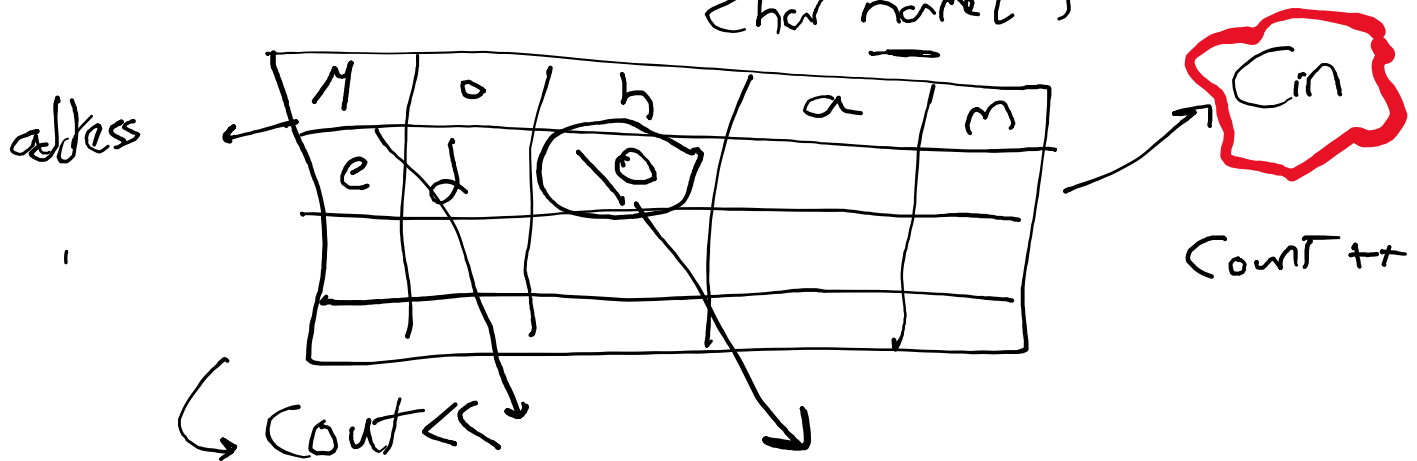


## Assignment 1 boy or girl

**String** : array of Characters  
char name[ ]



50 per

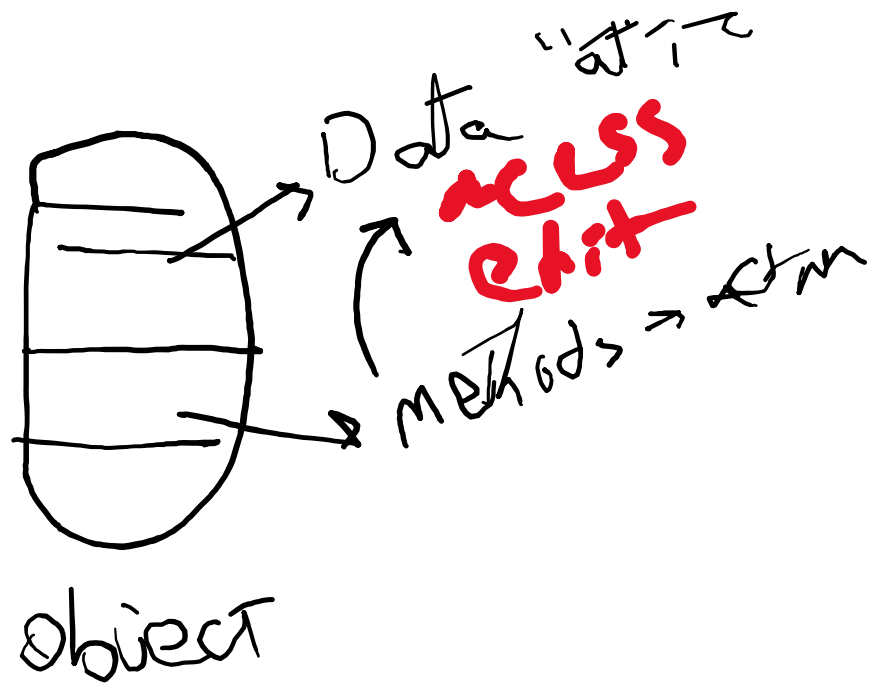
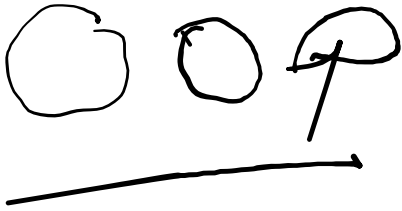
50/12

50%12

4 → Packet  
2 → Pens



**Constructor**: help to initialize the object of the class.  
**Destructor**: destroy the instance.



UML

