Bag of Marbles. Class Merble: Claset Knit (Gelf, color, ID) Color = " " IO = Num in-bag = True In-bag=false User User L> remove ID Add Marbles hemore From list Merbles -> New instance of marble is created. IDis added, to bag Holding Marbles (List). [Array holding Marbles] - Array or list representing bag [1,2,3,4] - Each index of list represents a place where a morble can go. - When an instance of marble is wade it is autometically in bag, unless user removes from ("bag") List. -

Bag of Mastoles Please Pick n Marble... Vars: r=red marble q=green marble b=blue marble Allow for user input... Vars: List = Bag of marbles [0,0,0]

if user-input = r Bag of merbles [0] =+1 if user_input = 9 ic user_inpt = 6 norbles[]=+1 L Bag of mar bles [2] =+1 you like to remove one marble? if User-input = r L >> Bag of marbles[0]=-I ... Print tag of marbles