

## LAB 13 BRAINSTORM

Partner's last name: Batson

This program is another step in practicing methods and objects and how they interact in OOP, we are simply adding on to a program that we previously created.

→ We have a UML diagram showing what needs to be amended in the previous program and are expected to implement the required methods

- The instructions seem pretty clear about what needs to be returned when
- The methods that need to return a value should have that value known
- The methods that don't return a value should be void
- This lab is pretty straightforward, just a little harder because we are still getting to understand the power of OOP