

## LAB 12 BRAINSTORM

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This program is another step in practicing methods and objects and how they interact in OOP.

- In order to create copies of the arrays when returning their value you can use a loop that copies the values to a new array
- To create an equal method, you have to compare every instance variable of each object (depending on the stipulations for two objects to be considered equal)
- there will definitely be test cases seeing if the arrays are copied to a new location or pointed back to the old one

- 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