# Class name: GenericLockCombo

## Instance variables

ComboNum1:int ComboNum1\_Key:int ComboNum2:int ComboNum2\_Key:int ComboNum3:int ComboNum3\_Key:int

### Constructors

GenericComboLock:default constructor

GenericComboLock (int comboNum1, int comboNum2, int comboNum3)

#### Getters

GetComboNum1\_Key:int GetComboNum2\_Key:int GetComboNum3\_Key:int

## **Setters**

setComboNum\_Key(int comboNum1, int comboNum2, int comboNum3): void

setComboNum1:int setComboNum2:int setComboNum3:int

## Other methods

digitCap(int comboNum1\_Key, int comboNum2\_Key, int

comboNum3\_Key): boolean checkCombo: boolean

information: void