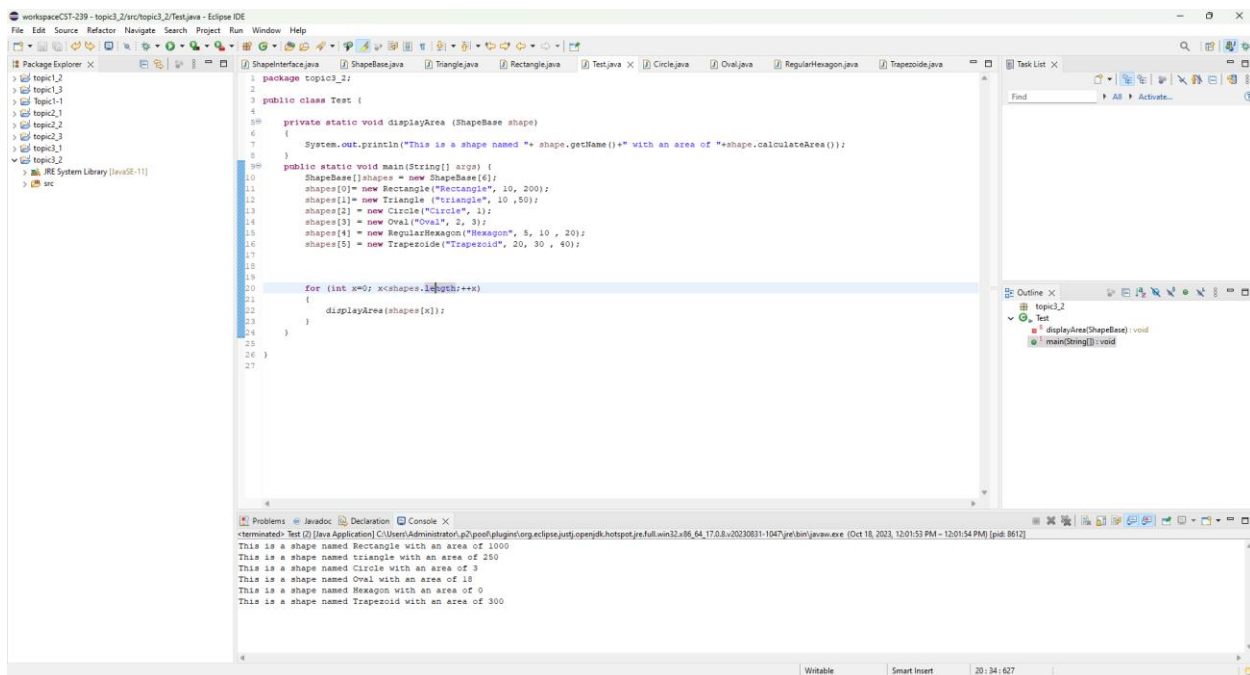
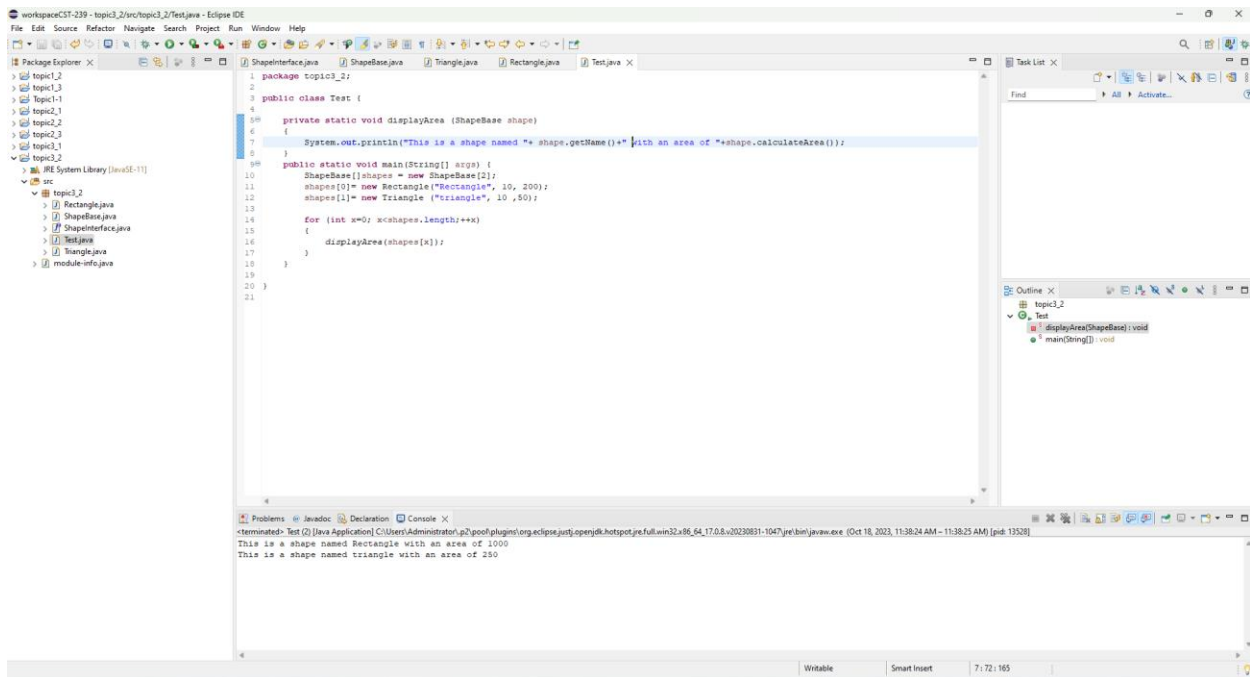
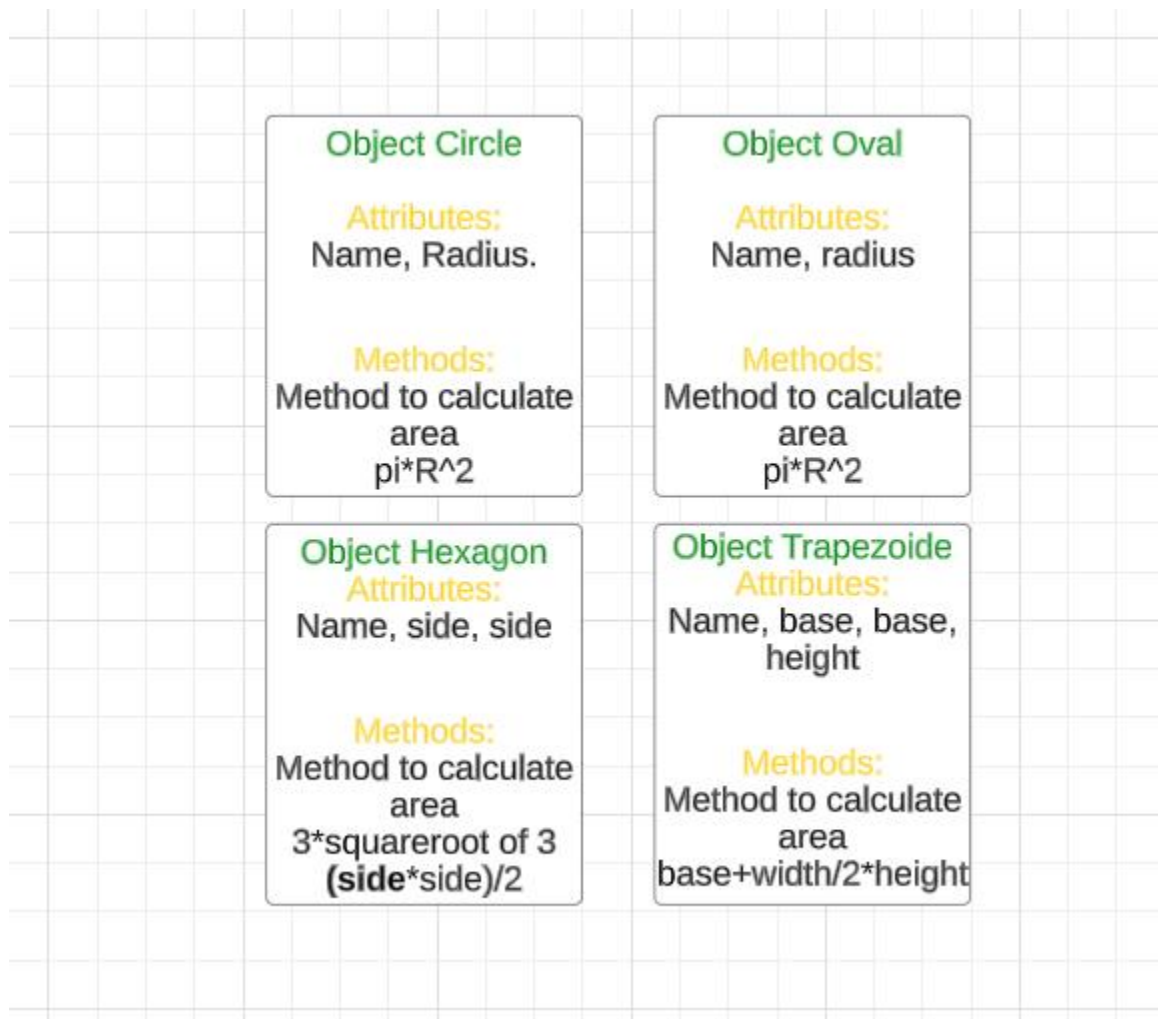


## Screenshots of the outPut of activity 3-2



## UML Diagram:



## Theory of operation part two:

We started off by making an interface that contained one method to calculate something. We then implemented this interface to a class that had a blue print of objects. We then created sub classes of that parent class where we passed arguments to and by doing that the parent class was already implementing an interface class so that's why we got the calculate method in the class as well where we did basic calculations and returned results.