***ClassName: TipCalc***

Data Fields:

meal\_amount: double

tip\_percentage: double

Method and Constructors:

Result()

***ClassName: RandomCard***

Data Fields:

Suits[]: String

Cards[]: String

Method and Constructors:

Result()

Random()

***ClassName: DiceRoll***

Data Fields:

n: int

Method and Constructors:

Result()

***ClassName: RandomNumber***

Data Fields:

n: int

Method and Constructors:

Result()

Random()

***ClassName: CoinFlip***

Data Fields:

n: int

output: String

Method and Constructors:

Result()

Random()