

1. Modifier

```

public class Cube { This is the class name
    private double depth = 10;
    private double width = 10;
    private double height = 10;
    private static int numOfCubes = 0; This is the data field

    Modifier return value type method name
    public static int getNoOfCubes() { This is a method
    return numOfCubes; return value
    }
    public Cube() {
    numOfCubes++; This is the object constructor (no-arg constructor)
    }

    Modifier return value type method name(parameter list)
    public void scale(double scaling) { This is a method
    depth *= scaling;
    width *= scaling; method body
    height *= scaling;
    }

    Modifier return value type method name
    public double getVolume() { This is a method
    return depth * width * height; return value
    }

    Modifier return value type method name
    public double getDepth() { This is a method
    return depth ; return value
    }

    Modifier return value type method name(parameter list)
    public void setDepth(double depth) { This is a method
    this.depth = depth; return value
    }
}

```

2.

Cube	
	<ul style="list-style-type: none"> <li>- depth: double</li> <li>- width: double</li> <li>- height: double</li> <li>- numOfCubes: int</li> </ul>
<ul style="list-style-type: none"> <li>+ getNoOfCubes(): int</li> <li>+ Cube()</li> <li>+ scale(scaling: double): void</li> <li>+ getVolume(): double</li> </ul>	

+ getDepth(): double + setDepth(depth: double): void
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3.

InfinitArray	
	+ callTimes: int + num: double + storage: double[] - sum: double - average: double - min: double - max: double - min_max: double[] + variance: double - sd: double - median: double
+ add(num_input: double): void + getAverage(len: int): double + getMinMax(len: int): double[] + getSD(len: int): double + getMedian(len: int): double	