

MusBoi

Name: Counter
1
type: int

Name: input
null
type: mus

Public Boi ()

Counter = 0

Name: Counter
1
type: int

Public boolean turnt()

return Counter == 0 true
type: boolean

Public void SetImm (T t)

Name: T
null
type: mus

Public T turnt()

Counter --
return null null
type: null

Public T getINPUT()

return this.input + Name: input
null
type: mus

YotteBoi

Name: Counter
0
type: int

Name: input
Yotte1
type: yotte

Public Boi ()

Counter = 0

Name: Counter
0
type: int

Public boolean turnt()

return Counter == 0 true
type: boolean

Public void SetImm (T t)

Name: T
Yotte1
type: yotte

Public T turnt()

Counter --
return null null
type: yotte

Public T getINPUT()

return this.input + Name: input
Yotte1
type: yotte

Public static void main (String[] args)

Bol Bolte > BolteBol = New Bol > ()

Bol Mus > MusBol = New Bol > ()

Kott Kott1 = New Kott()

Rotte Rotte1 = New Rotte()

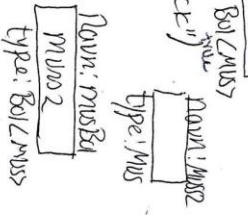
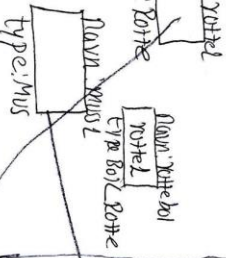
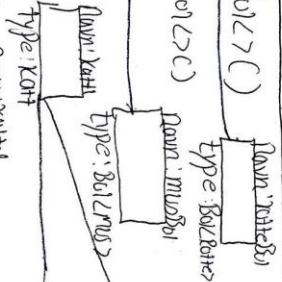
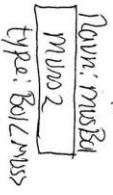
YotteBol, Settin (Yotte)

Mus Muss1 = New Mus ("Jery")

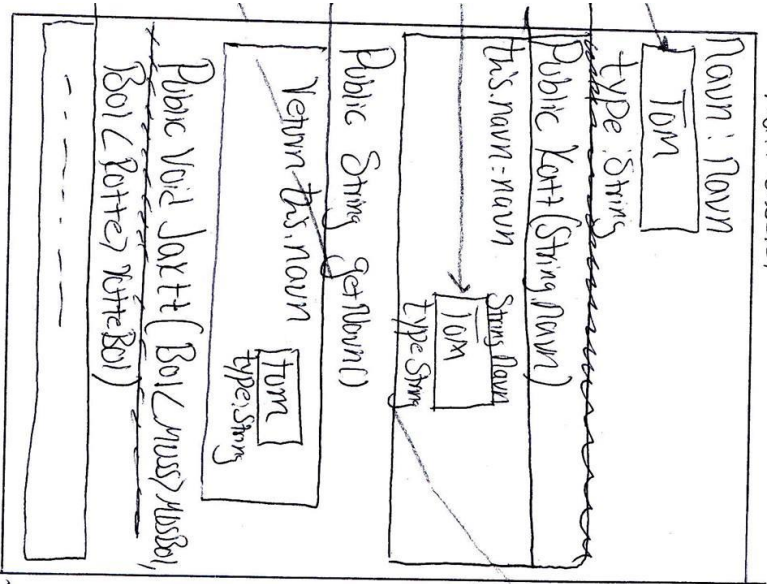
~~MusBol, Settin (Muss1)~~ ~~new MusBol~~

Mus Muss2 = New Mus ("Mice")

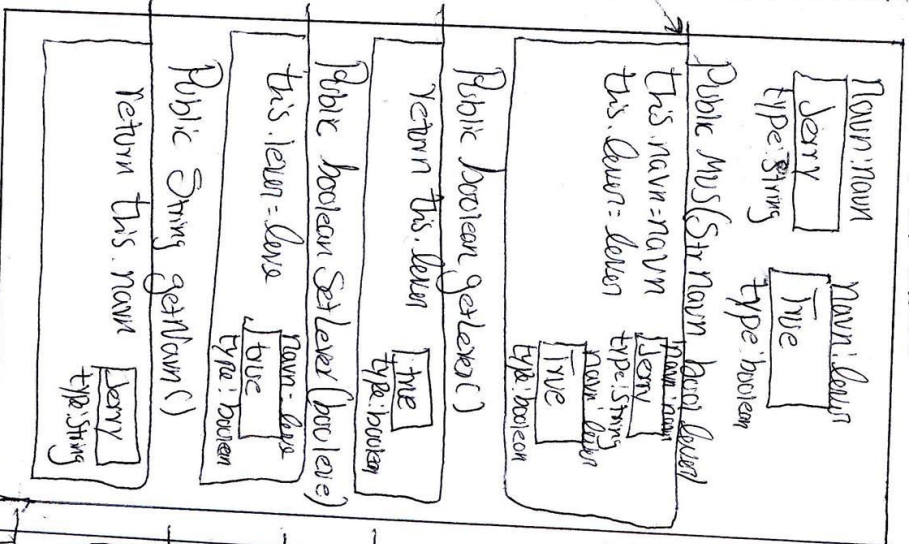
MusBol, Settin (Muss2)



Kott Objekt



Muss Objekt



Rottet Objekt

