LabLock

Declare a class Combolock that works like the combination lock in a gym lockers. The lock is constructed with combination- three numbers between 0 and 39. The reset method resets the dial so that it points to 0. The turnLeft and turnRight methods turn the dial by a given number of ticks to the left or to the right. The open method attempts to open the lock. The lock opens if the user first turned it right to the first number in the combination, then left to the second, and then right to the third.

Public class ComboLock
{

 …

  public ComboLock(int secret1, int secret3, int secret3) {…}
  public void rest () {…}
  public void turnLeft(int ticks) {…}
  public void turnRight(int ticks) {…}

  public boolean open() {…}

}

Add the needed private attributes and public methods.

Write a tester (driver) class that will test your ComboLock class.

Draw the UML for the class and the object