Design an interface for two classes.

**MultiColorPen**

A pen that can draw in blue, green, red or black ink.

Attributes:  

Actions/Behaviors:  

UML:
**AlarmClock**

A clock that includes an alarm.

**Attributes:**

**Actions/Behaviors:**

**UML:**
EXAMPLE:

Step 1 – Identify the attributes and behaviors.

Die

Attributes:
- Specific number of sides
- Colors (surface and pips)
- Material
- Current value

Actions/Behaviors:
- Count the sides
- Pick it up
- Roll it
- Read the value on top

Step 2 – Determine the interface. (Eliminate the irrelevant things)

Die

Attributes:
- Specific number of sides
- Colors (surface and pips)
- Material
- Current value

Actions/Behaviors:
- Count the sides
- Pick it up
- Roll it
- Read the value on top

Step 3 – Document with UML

```
class Die {
    int numberOfSides;
    int currentValue;

    public int getNumberOfSides() {
        return numberOfSides;
    }

    public void roll() {
        // roll function
    }

    public int getCurrentValue() {
        return currentValue;
    }
}
```