Design an interface for two classes.

**StopWatch**

A stop watch that can start and stop a timer and reset it.

**Attributes:**

**Actions/Behaviors:**

**UML:**
**ComboLock**

Combination lock with a three number combination. The dial is turned to enter the combination and then the lock can be opened.

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) **Not relevant**
- Material **Not relevant**
- Current value

Actions/Behaviors: 
- Count the sides
- Pick it up **Not relevant**
- Roll it
- Read the value on top

Step 3 – Document with UML

```
Die

- numberOfSides: int
- currentValue: int
  + getNumberOfSides() : int
  + roll() : int
  + getCurrentValue() : int
```