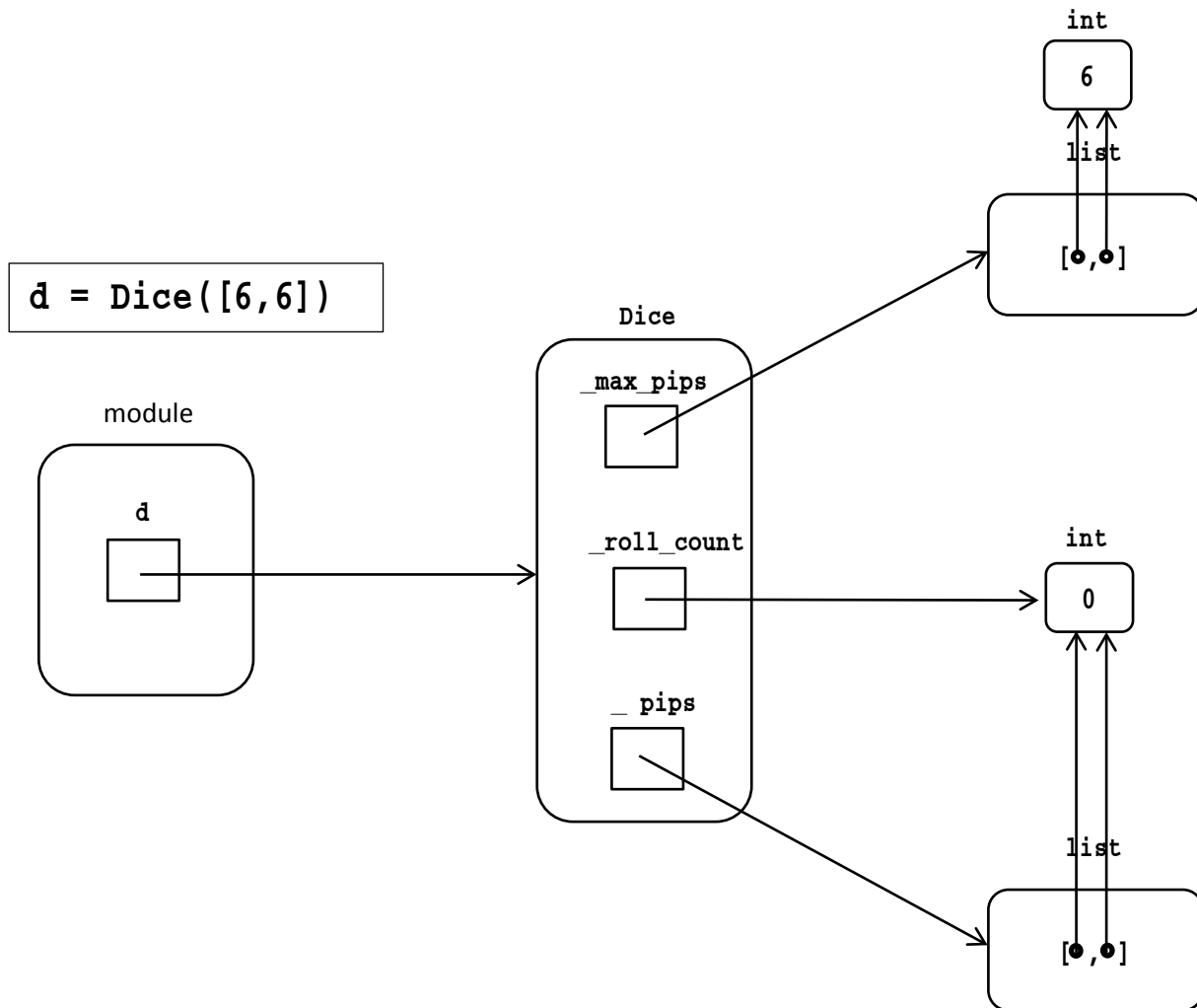


How to Draw Objects Constructed from Classes



Calling a Method that Mutates a Dice Object

