11.16   Chapter Exercises

1. Consider the ~~definition~~ class prototype as follows.

```
public class oneClass
{
     private int aNum;
     private void fun0 (int m);
     public oneClass()
     {   aNum = 77;  }
     public oneClass(int n)
     {   aNum = n;    }
     public void fun1(int m);
     public int fun2(int m);
     public void fun3();
}
```

Write the statements to declare two objects of *oneClass*: *mineObj* initialized with 0 and *yourObj* initialized with 77.

2. Correct the syntax error(s) for the following class prototype .

```
public class FamilyType
{
     private int num;
     private string race;
     public void move(int n);
     public int fun2(string r, int n);
     public void fun3();
```