

1. Write an "interesting" method named `shoot` for a `Tank` class. The method must decrement the `Tank` object's `myAmmo` property by 1.
2. Write an "interesting" method named `moveRight` for a `Sprite` class. The method must increment the `Sprite` object's `myX` property by 5 but only if the `myX` property is less than or equal to 295.
3. Write an "interesting" method named `calculateAge` for a `Dog` class. The method must compute and return the product of seven times the `Dog` object's `myAge` property.
4. Write an "interesting" method named `computeDiscount` for a `Transaction` class. The method must compute & return the amount of a 20% discount applied to a `Transaction` object's `myBasePrice` property. Note that only the discount should be returned. Do not return the net price of the purchase.
5. Write an "interesting" method named `add` for a `Calculation` class. The method receives two `Double` parameters named `Value1` and `Value2`. The method must return the sum of the two parameters.