Figure 1.3 Outline for the WashingMachine class.

```
/**
 * (Another kind of comment begins with /* and ends with /; the /** is used to indicate
 * a 'documentation comment'.) Class WashingMachine models the behaviour of a washing
 * machine by printing strings to represent the machine's actions.
 */
class WashingMachine {
    /**
     * Open the lid.
     */
    public void open () {    …   }
    // We don't know how to write this method yet, hence the …, which isn't part of Java.

    /**
    * Add a piece of clothing to the washing machine; parameter 'item' is the item of
    * clothing being added. (A 'parameter' is a thing passed to the method that the method
    * will work with. We'll discuss this further later.)
    */
    public void add (String item) {    …   }

    /**
    * Start washing the contents.
    */
    public void start () {    …   }

    /**
    * Print a message announcing that this is a washing machine.
    */
    public void printIdentity () {    …   }

    /**
    * Look up the contents of this washing machine.
    */
    public String getContents () {    …   }
    // 'String' means that this method creates a string and gives it back to whoever called it.
}
// matches the first '{'
```