

# OBJECT-ORIENTED PROGRAMMING

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LAB6 : OOP\_CONCEPTS



# property method(encapsulation)

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## Exercise.1

1. Write a class named circle that has a radius property of type (int)
  - make sure that the radius can't be enter as a negative number (if negative put radius =0)
  - make sure that the user can change the value of the radius in any time.

# OOP Concepts

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## Exercise.2

1. Write a class named car that has two properties model\_id , maker\_name
  - make sure that the two properties for read only
  - assign the values for the \_model and \_maker at the time of defining the variables. In this case, the values are 2012 and "mercedes".
  - create instance and print the data.

# OOP Concepts

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## Exercise.3

1. Write a class named car that has two properties model\_id , maker\_name
  - make sure that the two properties for write only
  - display\_information is method to print data
  - create instance and print the data.
  - set model\_id = 2013 , maker\_name = ford