

# OOP EXERCISES

1. Write a dart program to create a class Laptop with properties [id, name, ram] and create 3 objects of it and print all details.
2. Write a dart program to create a class House with properties [id, name, prize]. Create a constructor of it and create 3 objects of it. Add them to the list and print all details.
3. Write a dart program to create an enum class for gender [male, female, others] and print all values.
4. Write a dart program to create a class Animal with properties [id, name, color]. Create another class called Cat and extends it from Animal. Add new properties sound in String. Create an object of a Cat and print all details.
5. Write a dart program to create a class Camera with private properties [id, brand, color, prize]. Create a getter and setter to get and set values. Also, create 3 objects of it and print all details.
6. Create an interface called **Bottle** and add a method to it called **open()**. Create a class called **CokeBottle** and implement the Bottle and print the message "**Coke bottle is opened**". Add a factory constructor to **Bottle** and return the object of **CokeBottle**. Instantiate **CokeBottle** using the factory constructor and call the **open()** on the object.
7. Create a simple quiz application using oop that allows users to play and view their score.