

Intro to Object-Oriented Programming (OOP) Activity 1

Part A:

Problem:

- Suppose you are working for a Toy Company. The company wants you to build software so that they can figure out how to maximize their profits. Each toy has a name, cost, and selling price.

By completing this activity you will be in the process of solving this problem.

Open the Toy.java.

1) Write the following methods in Toy.java:

- Include a constructor for object creation
- `getCost()` //returns cost of the object Toy
- `setCost(double newCost)`//sets a new cost for the object Toy
- `getSellingPrice()`//returns sellingPrice of the object Toy
- `setSellingPrice(double newSellingPrice)`//sets a new sellingPrice for the object Toy
- `getProfit()`//returns the profit for the object Toy

2) Creating an Application Program that will include a main method. In the main method, you are to create 3 different Toy objects. And then complete the following tasks:

- a) output on the console the names of the object
 - b) output on the console the cost of each object
 - c) Output the names from lowest profit to highest profit (display both names and profit).
- (save as MainToy.java)

3) What is the difference between a class and an object?