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| **Nr** | **Points** | **Problem** | **Notes** |
|  | 7 | Take the first exercise from week 2 and make the class that holds the person to be an abstract one. Add two abstract methods: getBirthDate() and selfDescribe(). Create at least two other persons having different nationalities, and for each the selfDescribe method should return a short description of that person in his own language, including his / her age. Test everything in a main method. |  |
|  | 3 | Create a class called Amphibian. From this, inherit a class called Frog. Put appropriate methods in the base class. In main( ), create a Frog and upcast it to Amphibian, and demonstrate that all the methods still work. |  |
|  | 10 | Use inheritance and composition to model a graphical object editor. Have a class that holds a canvas; add several shapes to the canvas like: points, lines, circles, rectangles. Remember that a line has 2 points, a rectangle has 4 points and 4 lines etc. Use the *Composite pattern*.  You can put a canvas on canvas. |  |