

# OOP Class Assignment 1

*Submission: Monday 28-03-2022*

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## Instructions

- Methods or attributes that you create must **follow the conventions**
- Submit assignment in handwritten form along with proper cover page including your name, enrollment, class, section, assignment no., course title, and instructor name.
- Any individual who fails to follow the instructions will be penalized
- Any copied assignment will be **marked zero**, for the one who copies and the one who provides the assignment to be copied.

**Task:**

Consider 5 real life scenarios other than those already discussed in class/lab and make their UMLs. Each UML should comprise of 5 data fields and 5 methods (other than getter/setter)

- Keep in mind that no-args constructor/args constructors are not methods. Methods are used to depict the behavior of class, so make proper methods.
- Name of class, data fields, and methods should be appropriate, depicting their proper meaning and purpose.
- All data fields should have visibility modifier, proper name and a data type (no two data fields should have same name with different data type)
- All methods should have visibility modifier, proper name, and a return type (no two methods should have same name with different number of arguments)
- At least 3 methods should have return type other than void and take one or two arguments.