



Resource Software Solution

Dart Language

Training Assignments

OOP

Objectives:

- » Understand basic concept about OOP.
- » Working with control flows: if, for, do..while, while.

Assignment Specifications:

Create a class to represent a **Course** type in java, which should have following:

Instance variables:

- » **course code:** course id, String type
- » **course name:** course name, String type
- » **duration:** course duration, double type
- » **status:** status course, String type
- » **flag:** mark the course is optional or required, String type

Instance methods:

- » **void input():** This method to enter values for Course from information from the keyboard.
- » **void output():** This method to print course detail.

Create a new file named courseManagement.dart with a main() method.

Business Rules:

- » **course code:** is a string of 5 characters, started by "FW" and followed by 3 digits.
- » **status:** only accept 'active' or 'in-active'.
- » **flag:** only accept 'optional', 'mandatory', 'N/A'.

Problem Descriptions:

Requirement: write a java console program.

- a. Create an array of 10 courses and input data from the keyboard. Invalid values require repeat re-input until the correct value.
- b. Search courses by one of the attributes (method named: find(String type, List<Course> data). In which, the type: attribute name, the data: data for search.
- c. Display all courses that flag is "mandatory".