Advanced Object Oriented Programming and Design

Homework 3

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Question 1

Part A

Thi system represents Eaters and Silverware. An Eater has an eat operation, and a Silverware has a scoop operation. Each Eater has a single Silverware and he uses its scoop operation. There are two types of Eaters: QuietEater and NoisyEater. There are two types of Silverware: Chopstick and Fork.