

# OOP with Encapsulation Exercises

The following are descriptions of several everyday items that you need to implement as classes. The minimal set of attributes and methods are outlined, but you should feel free to add additional ones.

## Homework Assignment

### Properties

Property	Data Type	Get	Set	Description
TotalMarks	int	X	X	Gets or sets the total number of correct marks received on the assignment.
PossibleMarks	int	X		Gets the number of possible marks on the assignment.
SubmitterName	string	X	X	Gets or sets the submitters name for the assignment.
LetterGrade	string	X		Gets the letter grade for the assignment.

### Notes

- **letterGrade** is a derived property that is calculated using totalMarks and possibleMarks.
  - For 90% or greater return "A"
  - 80-89% return "B"
  - 70-79% return "C"
  - 60-69% return "D"
  - otherwise return "F"

### Constructor

The **HomeworkAssignment** class has a single constructor. It accepts a single argument **possibleMarks**.

```
public HomeworkAssignment(int possibleMarks)
```

## Fruit Tree

### Properties

Property	Data Type	Get	Set	Description
TypeOfFruit	string	X		Gets the type of fruit on the tree.
PiecesOfFruitLeft	int	X		Gets the number of remaining fruit pieces on the tree.

### Methods

```
public bool PickFruit(int numberOfPiecesToRemove)
```

### Notes

- **PickFruit()** is a method
  - returns **true** if more fruit was picked or **false** if no fruit was left to be picked.
  - When picking fruit, update the number of remaining pieces by how many were removed

### Constructor

The **FruitTree** class has a single constructor. It accepts two arguments **typeOfFruit** and **startingPiecesOfFruit**.

```
public FruitTree(string typeOfFruit, int startingPiecesOfFruit)
```

## Employee

## Properties

Property	Data Type	Get	Set	Description
EmployeeId	int	X		Gets the employee id.
FirstName	string	X		Gets the employee's first name.
LastName	string	X	X	Gets or sets the employee's last name.
FullName	string	X		Gets the employee's full name.
Department	string	X	X	Gets or sets the employee's department.
AnnualSalary	double	X		Gets the employee's annual salary.

## Notes

- **FullName** is a derived property that returns **LastName**, **FirstName**.

## Methods

```
public void RaiseSalary(double percent)
```

## Notes

- **RaiseSalary(double percent)** increases the current annual salary by the percentage provided (e.g. 5.5 represents 5.5%)

## Constructor

The **Employee** class has a single constructor. It accepts four arguments.

```
public Employee(int employeeId, string firstName, string lastName, double salary)
```

# Airplane

## Properties

Property	Data Type	Get	Set	Description
PlaneNumber	string	X		Gets the six-character plane number.
BookedFirstClassSeats	int	X		Gets the number of already booked first class seats
AvailableFirstClassSeats	int	X		Gets the number of available first class seats.
TotalFirstClassSeats	int	X		Gets the number of total first class seats.
BookedCoachSeats	int	X		Gets the number of already booked first class seats
AvailableCoachSeats	int	X		Gets the number of available first class seats.
TotalCoachSeats	int	X		Gets the number of total first class seats.

## Notes

- **AvailableFirstClassSeats** is a derived property calculated by subtracting **BookedFirstClassSeats** from **TotalFirstClassSeats**
- **AvailableCoachSeats** is a derived property calculated by subtracting **BookedCoachSeats** from **TotalCoachSeats**

## Constructors

The **Airplane** class has a single constructor. It accepts two arguments.

```
Airplane(string planeNumber, int totalFirstClassSeats, int totalCoachSeats)
```

- `planeNumber` is the assigned plane number to the airplane.
- `totalFirstClassSeats` is the initial number of total first class seats.
- `totalCoachSeats` is the initial number of total coach seats.

## Methods

```
bool ReserveSeats(bool forFirstClass, int totalNumberOfSeats)
```

## Notes

- `ReserveSeats()` is a method
  - if `firstClass` is true, reserve the value for `totalNumberOfSeats` for first class
  - if `firstClass` is true, reserve the value for `totalNumberOfSeats` for coach
  - return `true` if the reservation can be made, `false` if it cannot

## Television

### Properties

Property	Data Type	Get	Set	Description
IsOn	bool	X		Gets whether or not the TV is turned on.
CurrentChannel	int	X		Gets the value for the current channel. Channel levels go between 3 and 18.
CurrentVolume	int	X		Gets the current volume level.

### Constructors

The `Television` class does not need a constructor. It can use the **default constructor**.

A new TV is off by default. The channel is set to 3 and the volume level to 2.

## Methods

```
void TurnOff()
void TurnOn()
void ChangeChannel(int newChannel)
void ChannelUp()
void ChannelDown()
void RaiseVolume()
void LowerVolume()
```

## Notes

- `TurnOff()` turns off the tv
- `TurnOn()` besides turning the tv on, also resets the channel to 3 and the volume level to 2
- `ChangeChannel(int newChannel)` changes the current channel (only if it is on) to the value of `newChannel` as long as it is between 3 and 18
- `ChannelUp()` increases the current channel by 1 (only if it is on). If the value goes past 18, then the current channel should be set to 3.
- `ChannelDown()` decreases the current channel by 1 (only if it is on). If the value goes below 3, then the current channel should be set to 18.
- `RaiseVolume()` increases the volume by 1 (only if it is on). The limit is 10
- `LowerVolume()` decreases the volume by 1 (only if it is on). The limit is 0

## Elevator

### Properties

Property	Get	Set	Description
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### Data Type

CurrentLevel	int	X	Gets the current floor that the elevator is on.
NumberOfLevels	int	X	Gets the number of levels available to the elevator.
DoorsOpen	bool	X	Gets if the elevator door is open or not.

### Constructor

The **Elevator** class has a single constructor that takes one argument. New elevators start on floor 1.

```
Elevator(int totalNumberOfFloors)
```

- **totalNumberOfFloors** indicates how many floors are available to the elevator

### Methods

```
void OpenDoor()  
void CloseDoor()  
void GoUp(int desiredFloor)  
void GoDown(int desiredFloor)
```

### Notes

- **OpenDoor()** opens the elevator door.
- **CloseDoor()** closes the elevator door.
- **GoUp(int desiredFloor)** sends the elevator upward to the desired floor as long as the door is not open. Cannot go past last floor.
- **GoDown(int desiredFloor)** sends the elevator downward to the desired floor as long as the door is not open. Cannot go past floor 1.