Object Oriented Programming
Lab # 5

First Ever Game

1. Stupid games come in very handy in learning object oriented programming. Today's dumb game is 'Guessing Game'. where there are three players and the game generates a number between 0-9 and the players guess the number. (we never said its going to be exciting but see what we are going to learn from it:*composition*)

   The Logic:

   (a) Your application starts initializing 'guessing game', having three players.

   (b) In game the guess is made and then every player is asked for its guess.

   (c) The game then compares the result and displays about the winner.

Reservation Management System

2. Write some foundation classes (or use the classes you already have) `String`, `Date`, `TeleNum`, `Person`, `Resort` such that they can be used by other classes. Using these classes write a composite class `Reservation` that allow you to book a person on a holiday and then write a program to make bookings.