**Object Oriented Programming (OOP)**

**Exercise 1**

**Class: Television**

Attribute: brand, type/model, size and resolution

Behaviour: educate, inform and entertain

**Class: Airplane**

Attribute: airline brand, manufacture company, model and capacity

Behaviour: landing, flying, accelerate and decelerate

**Class: Computer**

Attribute: brand, operating system, processor, resolution, size and weight

Behaviour: insert data, storing data, processing data and display data.

**Class: Vegetable**



Attribute: type, colour, flavor, texture, nutritional quality

Behaviour: provide vitamin, provide mineral and provide fibre

**Class: Train**

Attribute: type, model, capacity, speed and motive power

Behaviour: accelerate, decelerate, halting and carry passengers