

Object 1 : Car

- State :

↳ It is the attributes with values.

- CarName
- Company
- Colour
- No-Plate
- No-Sits
- Type
- Range
- Fuel

- Behaviour :

↳ Response given by objects

- Drive()
- accelerate()
- brake()
- start()

- Identity :

↳ Uniquely identifies object

- No-Plate

- Responsibility: purpose of object

- to travel from one place to another.
- to start & stop car.
- to turn left, right.

Object 2 : Fan

- States :

↳ It is having attributes with values.

- C-name
- blades
- colour
- control type
- RPM
- Product id
- Motor

- Behaviour :

↳ It is response provided by object.

- to rotate()
- start()
- stop()
- speedInc()
- speedDec()

- Identity :

↳ attribute by which object is uniquely identified.

- product id

- Responsibility : tells the purpose of object

- keep ventilation in room.
- to rotate
- to speed up & speed down.

Object 3 - Cup board

- State :

↳ It is attributes with values.

- Product id
- colour
- Company
- Door type
- Material
- Lock
- Mirror

- Behaviour :

↳ response provided by the object.

- open()
- close()
- Lock()
- setThings()

- Identity :

↳ uniquely identify object.

- Product id

- Responsibility : purpose of object.

- to store various things.
- to keep or remove something.
- to lock secret or valuable thing.

Object 4 : Mobile

• State :

↳ It is having attributes with values,

- IMEI No
- Company
- Model
- Colour
- RAM
- Storage
- Camera Quality
- Type (4G/5G)
- Sim Name

• Behaviour : Response given by objects.

- switchON()
- switchOFF()
- click()
- openApp()
- delete()
- call()

• Identity - uniquely identifies the object

- IMEI No

• Responsibility : purpose of the object.

- to perform various task like calculation, play game.
- to open apps.
- to call, click pictures.

Object s^- : Dog

• State :

↳ it is having attributes with values.

- Breed
- Colour
- Body type
- Disease
- Dog type (Pet / stray)
- Dog-Name

• Behaviour :

↳ response given by the objects.

- toBark()
- run()
- stop()
- eat()

• Identity :

↳ uniquely identifies objects.

- Dog Name

• Responsibility :

↳ purpose of an object.

- bark whenever anything wrong happens.
- to eat whenever hungry.

Object G : Bottle

• States :

↳ It is having attributes with values.

- Company
- Bottle type
- Lid type
- Material
- liquid type

• Behaviour :

↳ response given by objects.

- ~~openBott~~ openLid()
- closeLid()
- Pour()
- drink()

• Identity :

↳ uniquely identifies object.

- Company Name.

• Responsibility :

↳ purpose of object.

- to open bottle lid & close the lid.
- to store water.

Object 7 : Person Student

• State :

↳ it is having attributes with values

- Roll No
- Name
- Age
- Weight
- Marks
- Education
- College Name
- Gender

• Behaviours :

↳ response provided by object.

- study()
- play()
- write()
- read()
- eat()
- sleep()
- walk()

• Identity :

↳ uniquely identifies object.

- Roll No.

• Responsibility : purpose of object.

- is to study
- prepare for exams.

object 8: Table

- States :

↳ It is attributes with values.

- Table Company
- Material type
- No-chairs
- length
- width
- shape

- Behaviour :

↳ response provided by objects.

- put on()
- put off()
- sit()
- fold()
- keep()

- Identity :

↳ uniquely identifies object.

- Table company.

- Responsibility :

↳ purpose of objects.

- to put the things on it.
- to sit, study.

Object g : Book

• State :

↳ it is having attributes with values.

- Book Name
- Author
- Book Id
- No. Pages
- Category
- Published Date
- No. of sales

• Behaviour :

↳ response given by object.

- read()
- openBook()
- closeBook()

• Identity :

↳ uniquely identifies object.

- Book Name.

• Responsibility :

↳ purpose of object.

- to read the book
- to open & close book.

Object 10 : Television

• States:

↳ It is the attribute with values:

- Company
- Size (inches)
- Recharge
- TV type
- Channels

• Behaviour:

↳ response given by object.

- Show()
- changeChannel()
- volumeInc()
- volumeDesc()
- settings()
- Power off()

• Identity:

↳ uniquely identifies object

- Product Id.

• Responsibility:

↳ purpose of object.

- to show different channels.
- to change channels.