Assignment: Classes in Real-World Scenarios

Welcome to this Mini Project.

Great work! Now that you know more about classes and what they are used for, in this assignment you will apply your knowledge to real-world scenarios.

◆ **Identify 3 classes that might be needed for a program developed for a:**

- Bank
- Donut Shop
- Videogame Store

Think about the objects that a program might need in these scenarios.

For example, a pizza store could represent a **Pizza** with a class and an **Employee** with another class.

◆ **Format:**

Please write your answers in this format**: <context> : <class>, <class>, <class>**

For example: **Pizza Store: Pizza, Employee, Topping**

◆ **Solution:**

You can find a sample solution in the "Instructor example" tab.

◆ A **Note from Udemy:**

Currently, assignments are not supported on the mobile app. To take and complete an assignment, please complete it while accessing your course on a desktop or laptop computer.