Exercises

Elixir isn't object oriented. So, we don't have classes. In this exercises, we going to make the architecture of a simple project thinking only in modules.

So, look as these functions:

```
def buy item
def sell item
def park car
def goto place
def close
def open
def sound_security_alarm
def pay_taxes
def calculate_exchange item, payment
def find_empty_parking_lot
```

1. Find way to divide this problem in 4 modules. List the modules and its functions(stating if they are private) below:

```
1. ...
2. ...
3. ...
4. ...
```

2. How I define these modules in Elixir?

3. List an couple of function to realize these operations. Insert the functions in module.

4. Thinking as client using this module, how you call these functions:

5. Looking to the functions, make sense a client to see all functions. Oh boy! It doesn't. Make some of them private.

6. Make a guard in `buy` method so it only accepts a string.

7. Observe this code:

```
iex> fun = &Math.zero?/1
&Math.zero?/1
iex> is_function(fun)
true
```

(a) What're stored in `fun`?

(b) What is represented in `zero?/1`?