**Augmented Reality for Shopping Assistant**

using UnityEngine;

public class ObjectSpawner : MonoBehaviour

{

// Reference to the prefab to instantiate

public GameObject objectPrefab;

void Update()

{

// Check if the player presses the space bar

if (Input.GetKeyDown(KeyCode.Space))

{

// Instantiate the prefab at position (0, 0, 0) with default rotation

Instantiate(objectPrefab, new Vector3(0, 0, 0), Quaternion.identity);

}

}

}

public class Table

{

public string material;

public Vector3 dimensions;

public int legs;

// Constructor

public Table(string material, Vector3 dimensions, int legs)

{

this.material = material;

this.dimensions = dimensions;

this.legs = legs;

}

// Method to describe the table

public void Describe()

{

Debug.Log("Table Material: " + material + ", Dimensions: " + dimensions + ", Legs: " + legs);

}

}