Date: / /

1. Object Hunt in the Classroom

Object 1: Fan
Attributes:
string color = white;
int speed = 4;
int blades = 3;

Behaviours:
turnon()
turnoff()
speedUp()
slowDown()

Object 2: Laptop
Attributes:
color = black
weight = 2
screenSize = 16
Behaviours:
bootUp()
processData()
shutDown()

Scanned with CamScanner

Page No.
Date : / /

Object 3: Whiteboard

Attributes

color = white

size = large

outlinetype = wood

Behaviors:

erase()

write()

draw()

Object 4: Water Bottle

color = black tint

capacity = 900ml

Behaviours:

openCap()

pourWater()

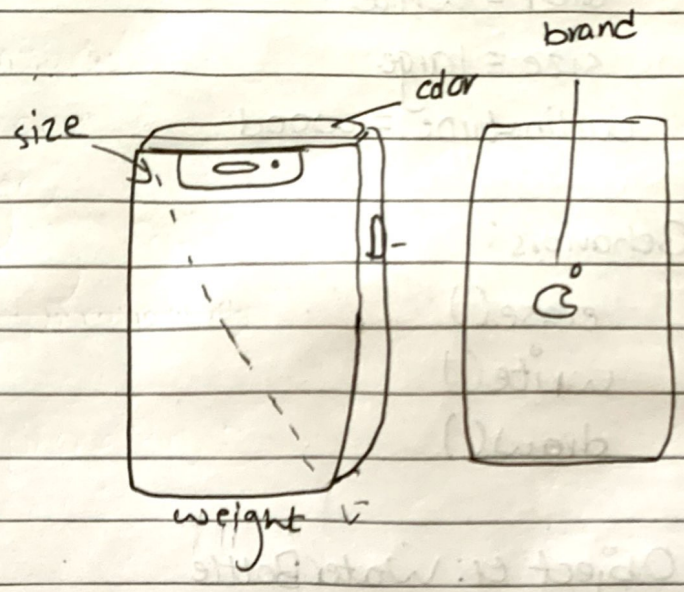
fill()

Scanned with CamScanner

Page No.
Date : / /

2. Sketch Your favourite object as a class

```
class phone {

    string color;
    string brand;

    float size;
    float weight;

    void turnOn();
    void openApps();
    void takeInput();
    void displayInfo();
    void turnOff();
}
```



3 Build a class for yourself

```
class Student{
    String name = "Mahesh Thapa";
    int age = 18;
    String mood = "neutral";
    String course = "Bcsit";

    void study();
    void attendClass();
    void submitAssignment();
}
```

Page No.
Date : / /

4. Attribute vs Method Challenge

Fan :
Attributes : color, bladeSize, bladeNo, speeds, brand
Methods : rotate(), speedUp(), slowDown()

Mobile:
Attributes : brand, storageSize, batteryLife, screenSize, CameraNo
Methods : turnOn(), takePhoto(), browse(),

Cat :
Attributes : color, breed, height, weight, age
Methods : sit(), walk(), scratch()

Book :
Attributes : title, author, genre, pages, writingFont
Methods : turnPage(), closeBook(), openBook()

ATM :
Attributes : bankName, location, screensize, cashAvailable, livery
Methods : checkBalance(), withdraw(), printReceipt()

Scanned with CamScanner

5. Encapsulation Awareness

```
class Student(){
    private String password;
    public String name;
    public int age;
    public ~~course~~ String course;
    ~~private String phonePin;~~

    private int phonePin;

}
```

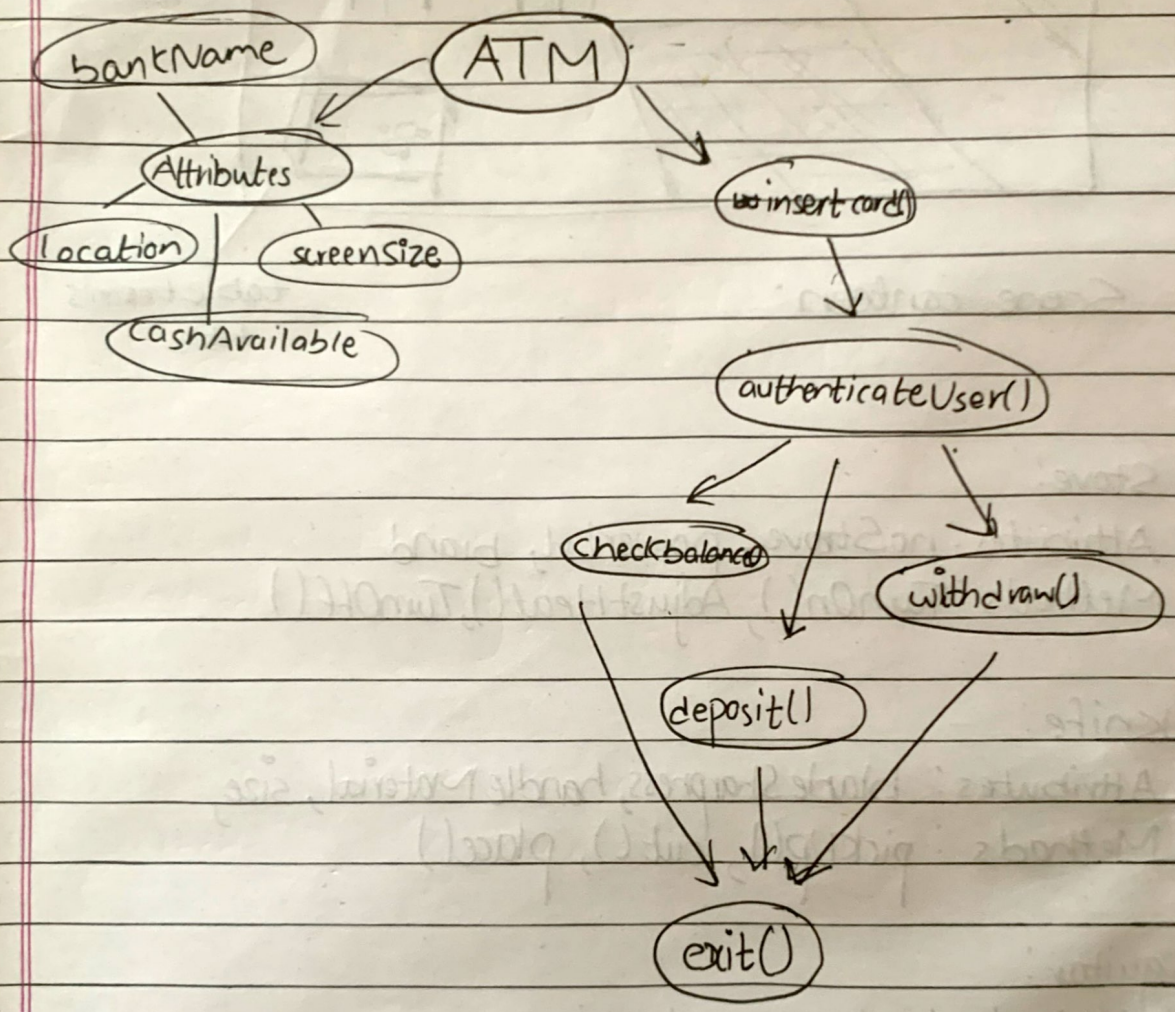
6. Create a superhero class;

```
class Superhero{

    String name = "Batman";
    int strength = 9000;
    String costumeTheme = "Bats";
    String gender = "Male";
    float height = 6.1;
    float weight = 95;

    void fight();
    void block();
    void saveLive();
    void FlexMoney();
}
```

Scanned with CamScanner

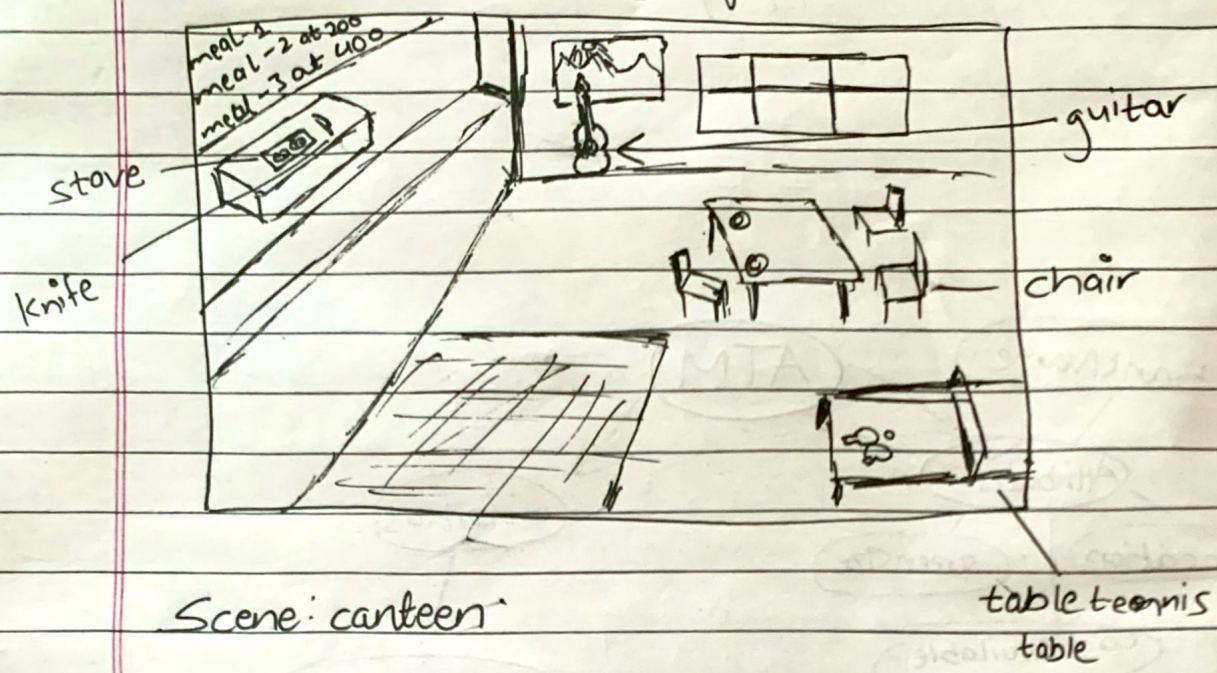
Page No.
Date : / /

7 Method Mind-mapping



Page No.
Date : / /

8 Draw a scene and identify objects



Scene: canteen

1 Stove:
Attributes: noStove, powerLvl, brand
Methods: TurnOn(), AdjustHeat(), TurnOff()

2. Knife:
Attributes: bladeSharpness, handleMaterial, size,
Methods: pickUp(), cut(), place()

3- guitar:
Attributes: color, brand, stringNo,
Methods: tune(), play(), pick()

4. Chair
Attributes: size, material, comfort
Methods: sit(), place(), support()

Scanned with CamScanner

Page No.
Date : / /

5 Table tennis table

Attributes: size, design, netType

Methods: playTennis(), placeBat(), stop()

Scanned with CamScanner