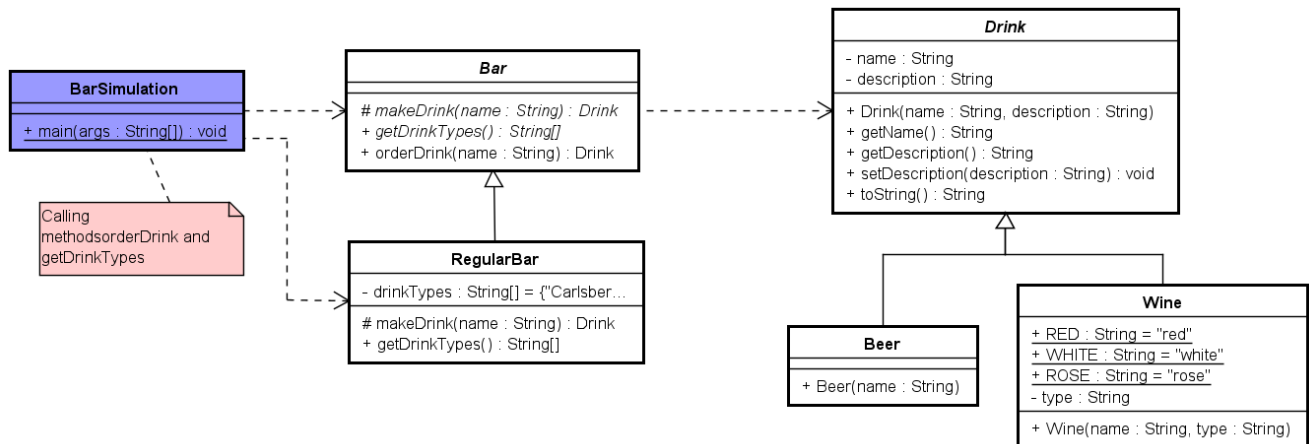


Exercise: Drinks

This example represents a Bar serving beers and wine of different kinds.



Step 1: Implement classes Drink, Beer and Wine

Class `Drink` is an abstract class and description for a beer is "From bottle", for red wine it is "In glass, slightly chilled" and for white wine and rose it is "In glass, cold". Note that the constructor in class `Wine` needs either a "?:"-operator or a private static method getting the description depending on the type of wine.

Step 2: Implement classes Bar and RegularBar

Define `drinkTypes` as some different beers and the three types of wine.

Step 3: Test it

Create a class with a main method in which you have a reference to `Bar`, and call methods `orderDrink` – e.g. with a `Thread.sleep` to simulate it takes some time to drink.

Extra: Another Bar

Create a Wine bar (another subclass to `Bar`) where you only can get wine.