Object Oriented Programming

Class: Bear

Properties:

1. Have claws.
2. Carnivore
3. Mammals
4. Weight

Behaviour:

1.Eat()

2.Play()

3.Hunt()

4.Walk()



Behaviour:

1.heating()

2.lights()

3.electricity()

Properties:

1. Voltage

2. Colour Temperature

3. Intensity

4. Mean Life

Class: Lamp



Class: Bird

Behaviour:

1. Dive()
2. Jump()
3. Fly()

Properties:

1. Wings
2. Size
3. Breed



Class: Fan

Behaviour:

1. Electricity()
2. Wind()
3. Cold()

Properties:

1. Brand
2. Size
3. Windpower



Behaviour:

1. Writing()
2. Doodling()
3. Drawing()
4. Sketching()

Properties:

1. Brand
2. Type
3. Size

Class: Pen