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Design Patterns for Web Programming

Day 2) Lab: Classes Worksheet

Zoo
class: Exhibits
attributes: _animals _cages _feeders
methods: announce() feed() clean()

class: Restrooms
attributes: _stalls _sinks _entrances
methods: flush() rinse() clean()

class: Restaurant
attributes: _food _kitchen _seating
methods: cook() serve() clean()

class: Concession_Stand
attributes: _souvenirs _food _display
methods: sell() dispense() clean()

class: TourGuide
attributes: _uniform _exoticAcc _friendlyVoice
methods: sell() dispense() clean()

E-Commerce Site
class: SignUp
attributes: _form _submit _display
methods: post() get() acknowledgement()

class: ExchangeMap
attributes: _map _price _alerts
methods: update() alert() buy/sell()

class: Guidance
attributes: _chat _telephone _email
methods: chat() callMe() email()

class: Suggestions
attributes: _display _advisement _button
methods: close() display() acknowledge()

class: Education
attributes: _video _courses _button
methods: play() walkThrough() chat()

Home
class: Kitchen
attributes: _sink _stove _fridge
methods: dispense() cook() refrigerate()

class: LivingRoom
attributes: _couch _tv _table
methods: comfort () entertain() supportItems()

class: BathRoom
attributes: _bath _toilet _sink
methods: bathe() pour() flush()

class: BedRoom
attributes: _bed _dresser _washer
methods: comfort() wash() dispense()