Russell Schlup

January 8, 2014

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()