

# Guided Task 9: Classes and OOP

## Objective

In this guided task, you'll create classes that follow the four OOP principles. There are three parts to this task.

Duration: 30 minutes

## Instructions

### Part 1

1. Create a Student class that takes the name and age on creation.
2. Create two objects of your student class and get the age of one of them.

### Part 2

1. With your Student class, make modifications for the class to except the students current class (as in a classroom) on creation.
2. Add a method that takes three test scores and calculates the student's average test score.

### Part 3

1. Create three classes: a Bird parent class and then an Owl and Dodo class.
2. Make use of the four OOP principles.

Well done, you've completed this guided task!