

Day 6

Task 1:

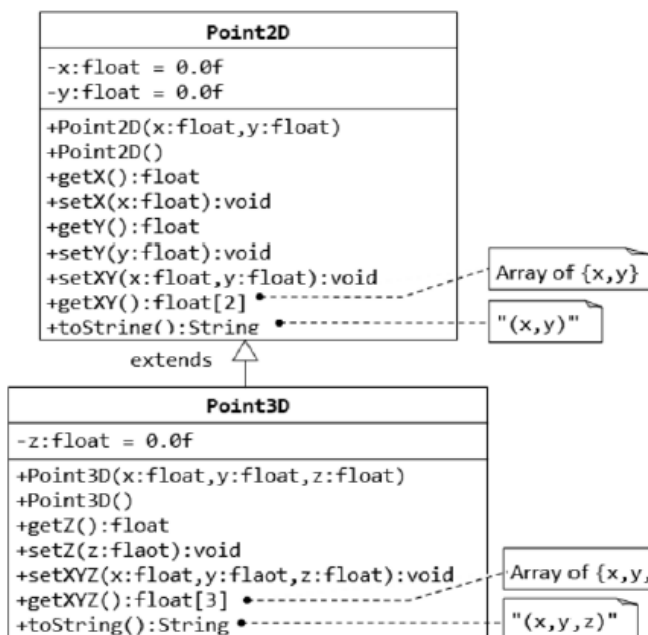
Design a dart program with a class of car (model (Integer), chasseno(integer), color (String), price(Integer)), that makes the user in option to input the arguments or not .

In the main function create two instances of Car, the arguments of first one will be entered by the user and the second will left empty (Then print the data of each one).

Main:

```
Car c1 =Car();  
c1.showdata();  
Car c2 =Car(model:2005 ,chassno: 2345654 ,color:'Black',price: 300000);  
c2.showdata();
```

Task 2:



Using Dart, implement this system where class Point3D is a subclass of Point2D.

Task 2:

صمم coursera.com حيث يحتوي علي قائمة من المدرسين ، كل مدرس له (اسم – وايمل – وقائمة من الكورسات)
كل كورس لديه مجموعة من المحاضرات التي تدرس فيه ومجموعة من الشيتات

- The course has the following properties: course name, description

- The lecture has the following properties: lecture name, description, filename

- The sheet has the following properties: sheet number ,description, filename

الكورس له(اسم - وصف) و المحاضرة لها (اسم - وصف - واسم الملف) و الشيت له (رقم - وصف – اسم الملف)

- The ClassJump Website should has the following operations:

o register teacher: which take teacher name ,email, password as argument (تسجيل مدرس عن طريق

الاسم والايمل والباسورد)

o Login teacher: which will take teacher name and password as argument (تسجيل الدخول عن طريق)

(الاسم وكلمة السر

- The Teacher should have the following operations:

o add new Course: which will take Course as argument (اضافة كورس)

o delete Course: which will take Course name as argument (مسح كورس)

- The course should have the following operation

o add new lecture: which will take lecture as argument(اضافة محاضرة)

o delete lecture which will take lecture name as argument(مسح محاضرة)

o add new sheet: which will take sheet as argument (اضافة شيت)

o delete sheet : which will take sheet name as argument (مسح شيت)