

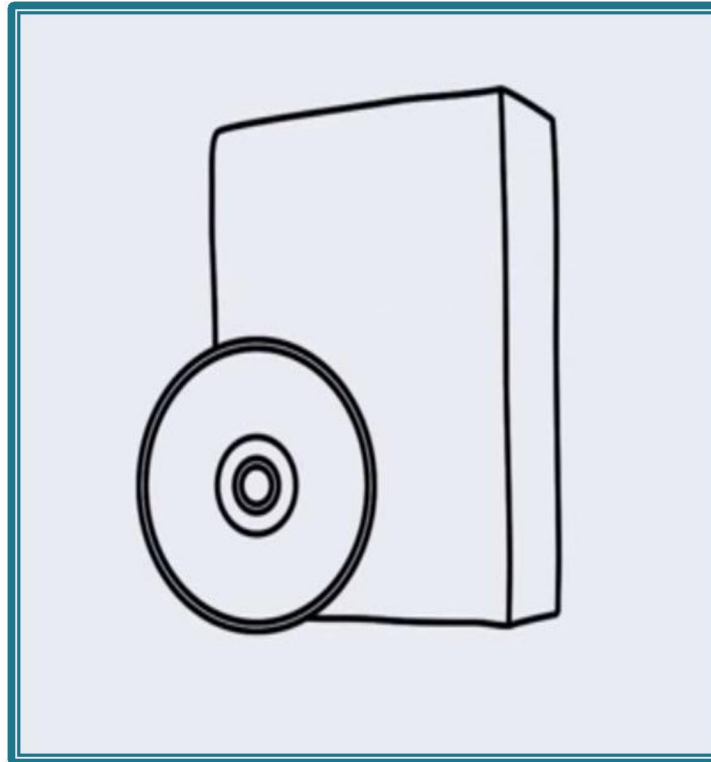
# Object Oriented Programming

## Java: Class and Object Example-01

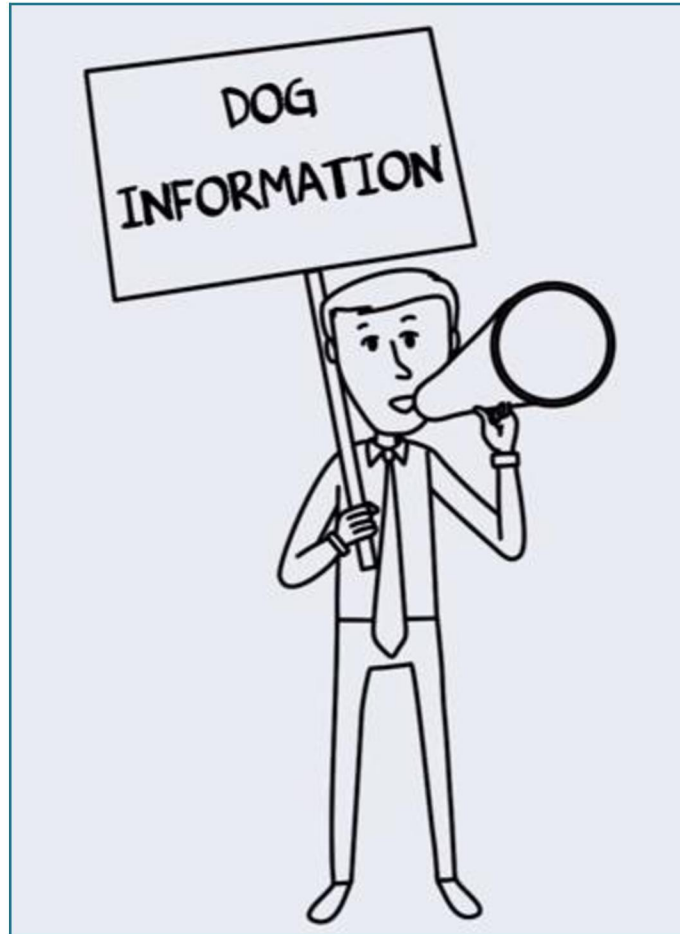
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# Objective

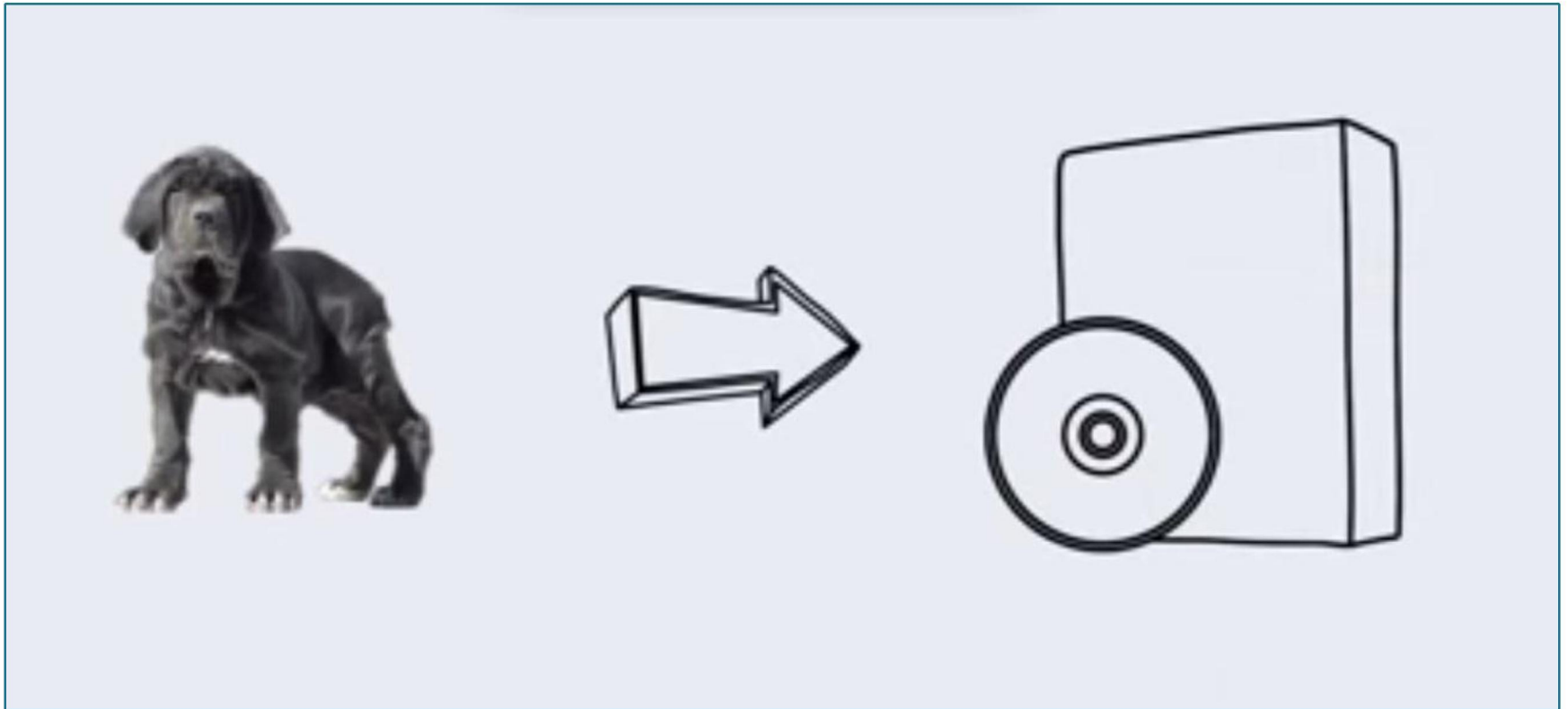
- ▶ Developing a class for a pet management system specially meant for dog.



# Obviously Needed



# Need to model real life entities that is dog to software component.



# And the million dollar question is how do you design such a class?



# Spot the differences





# Common Characteristics

- ☒ Breed
- ☒ Size
- ☒ Age
- ☒ Color



# These confirmed data members

## COMMON CHARACTERISTICS

- ☒ Breed
- ☒ Size
- ☒ Age
- ☒ Color





# Next identify common behaviors



# We can identify these

## COMMON ACTIONS

- ☒ Eat
- ☒ Sleep
- ☒ Sit
- ☒ Run

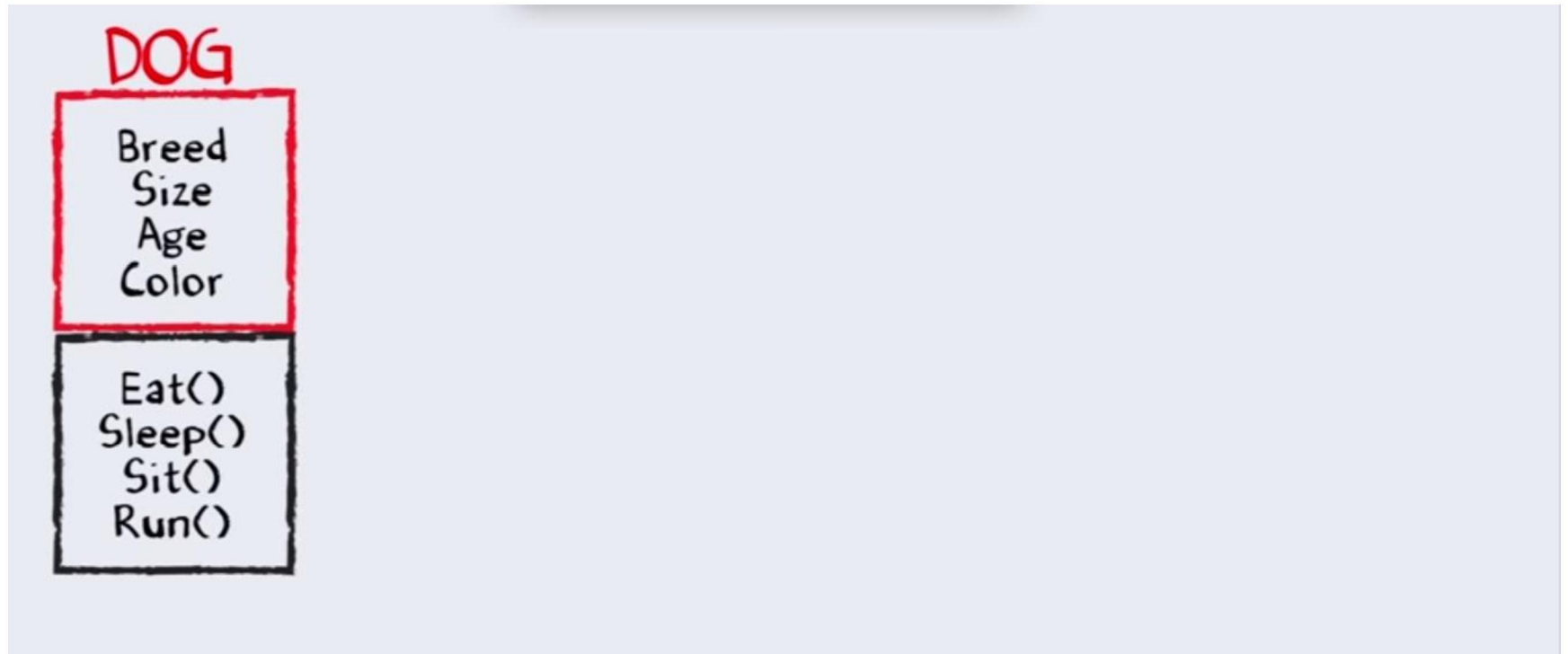
# These confirmed some methods

## COMMON ACTIONS

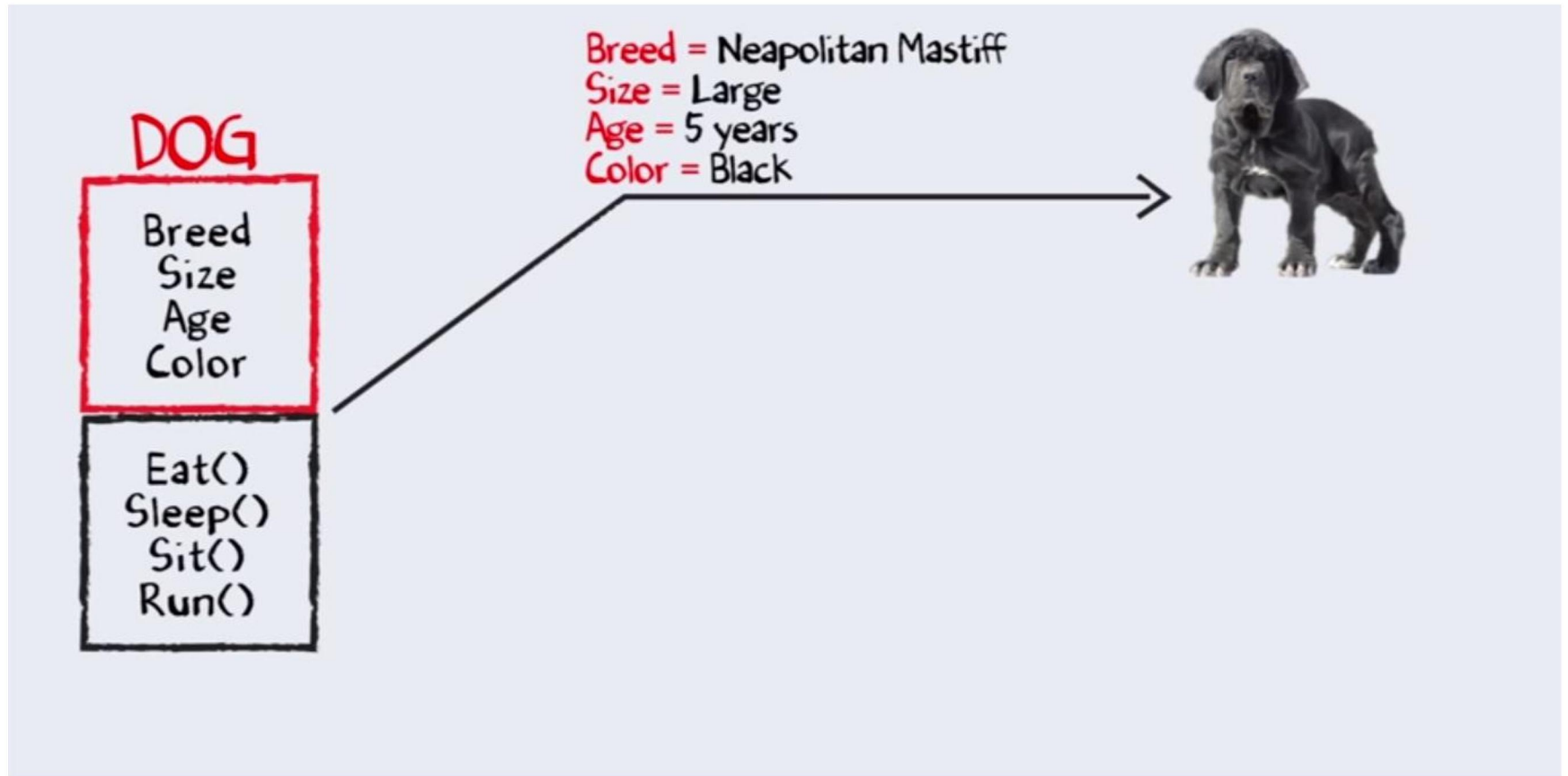
- ☒ Eat
- ☒ Sleep
- ☒ Sit
- ☒ Run



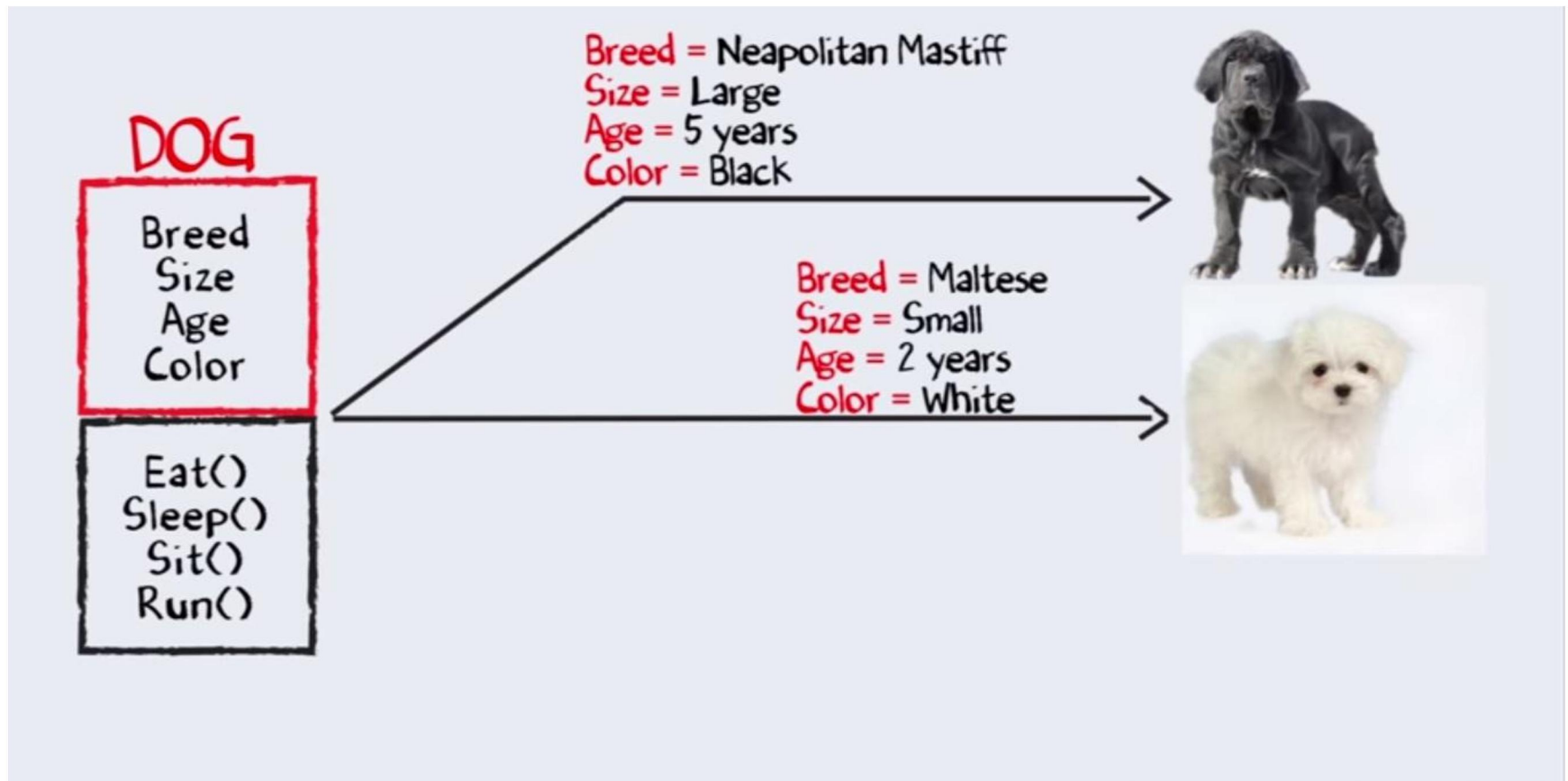
# So the class Dog should contain these members and methods



# Create object: blackDog

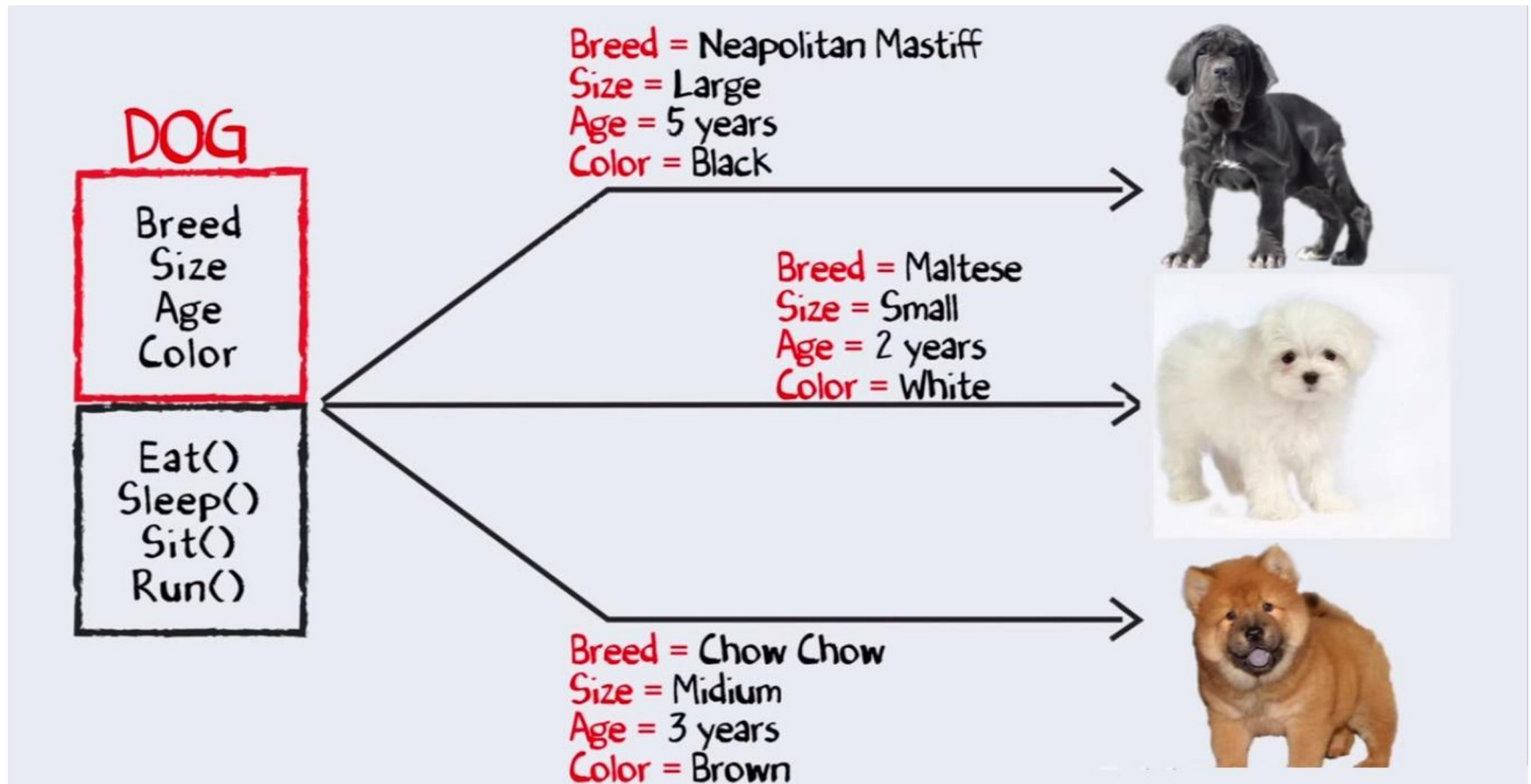


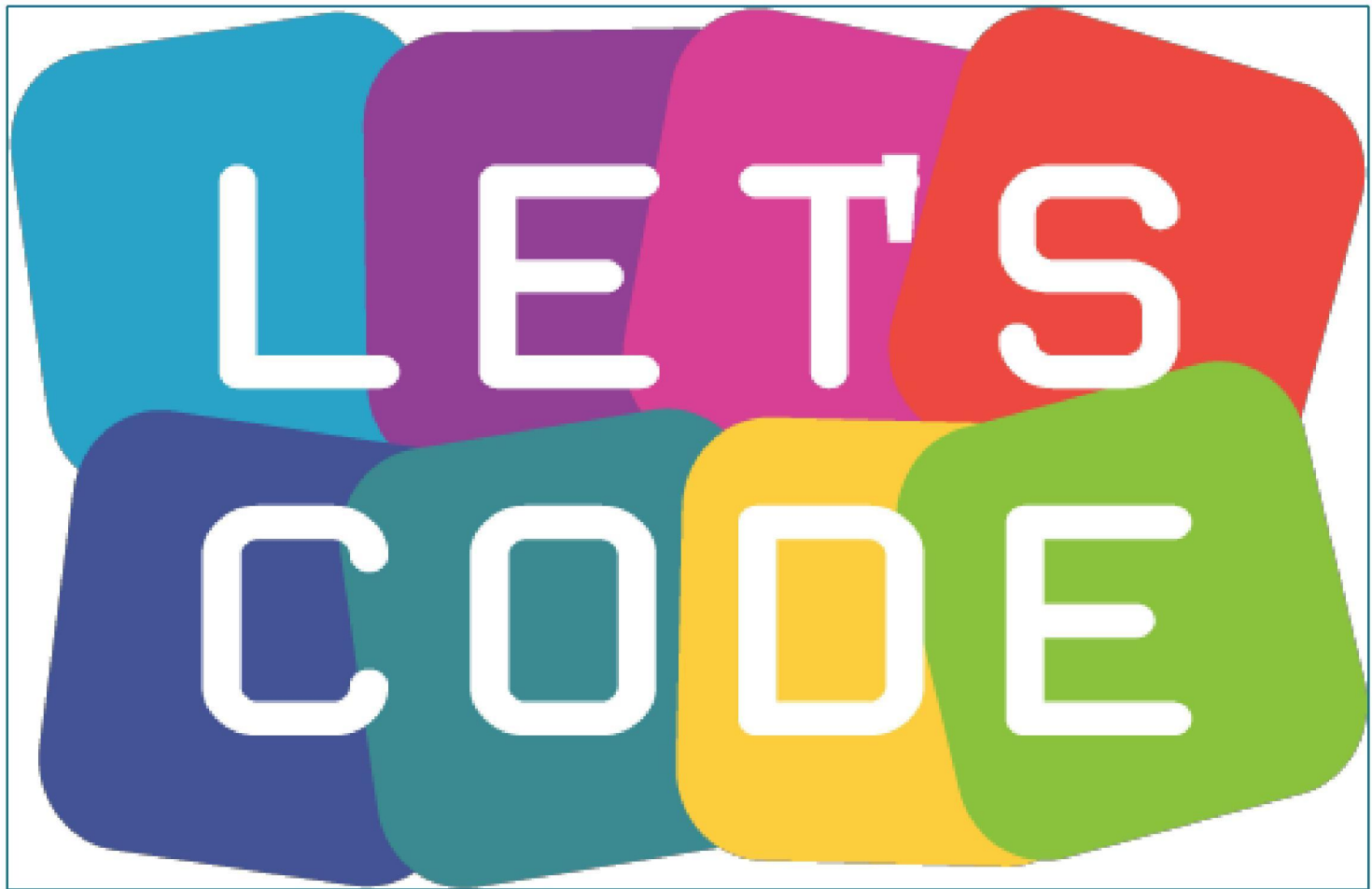
# Create object: whiteDog





# Create object: brownDog





**Thank You**

