# Homework: OOP in Java

This document defines the homework assignments from the ["OOP" Course @ Software University](https://softuni.bg/trainings/coursesinstances/details/8). Please submit as homework a single zip / rar / 7z archive holding the solutions (source code) of all below described problems. The solutions should be written in Java.

## Geometry

Define a class structure that models a shape hierarchy.

* **Shape** – base class for any kind of shape, holds an array of **vertices**
  + **PlaneShape** – base class for all plane (2D) shapes, holds an array of **2D vertices**, implements **PerimeterMeasurable** and **AreaMeasurable** interfaces
    - **Triangle** – holds 3 vertices
    - **Rectangle** – holds 1 vertex, width, height
    - **Circle** – holds 1 vertex and radius
  + **SpaceShape** – base class for all three-dimensional shapes, holds an array of **3D vertices**, implements **AreaMeasurable** and **VolumeMeasurable** interfaces
    - **Square Pyramid** – holds 1 vertex (base center), base width, pyramid height
    - **Cuboid** – holds 1 vertex, width, height, depth
    - **Sphere** – holds 1 vertex and radius

A **vertex** is a point in 2D/3D space. The distance between two 2D vertices (holding **x** and **y**) is calculated using the formula:

C:\Users\bubbles\Desktop\dist-2-points-equn.gif

Define the following interfaces:

* **PerimeterMeasurable** – holds **double** **getPerimeter()**
* **AreaMeasurable** – holds **double** **getArea()**
* **VolumeMeasurable** – holds **double** **getVolume()**

Design the class hierarchy using proper inheritance and code reusability through abstraction. Each shape should implement its respective interfaces with proper formulas.

Override **toString()** to return information about each shape (shape type, each vertex's coordinates, perimeter/area/volume). Create objects of different classes and add them to a **single** array. Iterate through the array and print information about each shape.

**Filter** the existing array using **Lambda expressions** by:

* **VolumeMeasurable** shapes whose **volume** is over 40.00
* **Plane shapes** and **sort** them by their **perimeter** in ascending order

## 1lv Shop

Design a class hierarchy that models a shop.

* **Product** – base class for all products, holds **name**, **price**, **quantity** and **age restriction** (can be **None**, **Teenager** or **Adult**). Implements the **Buyable** interface.
  + **FoodProduct** – implements the **Expirable** interface. Returns 70% of the price if the product expires in 15 days time.
  + **ElectonicsProduct** – base class for electronics, holds guarantee period
    - **Computer** – has a guarantee period of 24 months. Returns 95% of the price if the quantity is over 1000.
    - **Appliance** – has a guarantee period of 6 months. Returns 105% of the price if the quantity is less than 50.
* **Customer** – holds **name**, **age** and **balance**

Define **properties** (getters and setters) for each class. Validate the data and throw **exceptions** where necessary.

Define the following interfaces**:**

* **Buyable** – holds **double** **getPrice()**
* **Expirable** – holds **Date** **getExpirationDate()**

Create a static class **PurchaseManager**. The class should hold the **ProcessPurchase(Product product, Customer customer)** methodthat handles purchases (takes money from customer, reduces product quantity by 1).The **PurchaseManager** should throw exceptions with descriptive messages in the following situations:

* If the product is out of stock (i.e. no quantity)
* If the product has expired
* If the buyer does not have enough money
* If the buyer does not have permission to purchase the given product

Catch any exceptions in your **main()** method and print their message. Create several products of different types and add them to a list. Filter the list using **Lambda expressions** by:

* **Expirable** products and get the **name** of the first product with the soonest date of expiration
* All products with **adult age restriction** and **sort** them by **price** in ascending order

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| **Sample Input** | **Sample Output** |
| FoodProduct cigars = new FoodProduct("420 Blaze it fgt", 6.90, 1400, AgeRestriction.Adult);  Customer pecata = new Customer("Pecata", 17, 30.00);  PurchaseManager.ProcessPurchase(pecata, cigars);  Customer gopeto = new Customer("Gopeto", 18, 0.44);  PurchaseManager.ProcessPurchase(gopeto, cigars); | You are too young to buy this product!  You do not have enough money to buy this product! |