

Part II: Designing Your Object

A. Describe Your Object

Write a short paragraph that describes the type of object you plan to use on your product website. Your description must include:

What the object represents on your product site.

The data you need to store about this type of object (its properties).

The tasks or behaviors the object should be able to perform (its methods).

This paragraph should explain why your object needs this information and how the methods relate to the actions users take on your site.

I'm planning to use object to store all the informations about my different stations. The object will have 5 properties : its name, its address, its rate over 5 stars and a boolean property on favorite. It will also store if it has been selected as a favorite gas station. I will keep the different prices of the gas type in arrays because it's actually efficient that way but for general information object makes more sense to use. It will have a method to update the heart color depending if the gas station has been marked favorite and update the favorite parameter. This method will be called whenever the user clicks on the heart associated with the station.

B. Draw Your Object Model

Create a diagram that visually represents your object model, similar in style to the the ones above. Your diagram must include:

Two example objects of the same type.

The same list of properties on both objects, each with different example values.

The same list of methods on both objects, each with a short description of what the method does.

Object : Gas station

Data	Value	Data	Value
Name	Kingston Convenience Mart	Name	Mobil
Adress	2360 Kingstown Rd, Kingston, RI 02881	Adress	1892 Kingstown Rd, Wakefield, RI 02881
Rate	4.5	Rate	2
Task	Purpose	Task	Purpose
Favorite	Turn the favorite to true and change the heart color	Favorite	Turn the favorite to true and change the heart color