**Lab 7 – Objects and Classes**

Kush, Steven, Joshua, Jainam

1. Identify three objects that might belong to each of the following classes:

|  |  |  |  |
| --- | --- | --- | --- |
| Automobile   * Car * Motorbike * Bus | Artist   * Canvas * Paint * Tools | Person   * Raspatory system * Nervous System * Skeletal System | Spider   * Legs * Venom * Body |

1. Identify three different classes that might contain each of these objects:

|  |  |  |  |
| --- | --- | --- | --- |
| Mona Lisa   * Art * Museum * Photography | Brown hoodie   * clothes * Faison * Personal Belongings | G.S. Public School in Etobicoke   * Schools * Etobicoke * Education History | My Bank-account   * Savings * Taxes * debt |

1. Below is the template of class ‘Movie’.

|  |
| --- |
| **Movie** |
| **Attributes**  Title  Genre  Rating |
| **Method**  playIt() |

Fill in the chart below with the values three objects could have:

|  |  |  |
| --- | --- | --- |
| Object 1 | Object 2 | Object 3 |
| Title : Joker  Genre : Action  Rating : 5/5 | Title : Fast and Furious  Genre : Racing  Ratin**g : 4.5/5** | Title : Harry Potter  Genre : Mystery  Ratin**g : 5/5** |

1. Sort the following terms in superclasses, classes and subclasses: oranges, Honey Tangerine, fruits, plants, person, John, student, Apricot.

Class : Person, Plants

Superclass : Fruits, Student

Subclasses : Honey Tangerine, John, Apricot, Oranges

1. A blueprint for a software object is called a \_\_Class\_
2. Common behaviour can be defined in a \_\_\_\_\_\_\_Superclass\_\_\_\_\_\_ and inherited into a \_\_\_\_Subclass\_\_\_\_\_\_\_ using the \_\_\_\_\_\_Extends\_\_\_\_\_ keyword.
3. A software object's behaviour is exposed through \_\_\_\_Methods\_\_\_\_\_\_\_\_