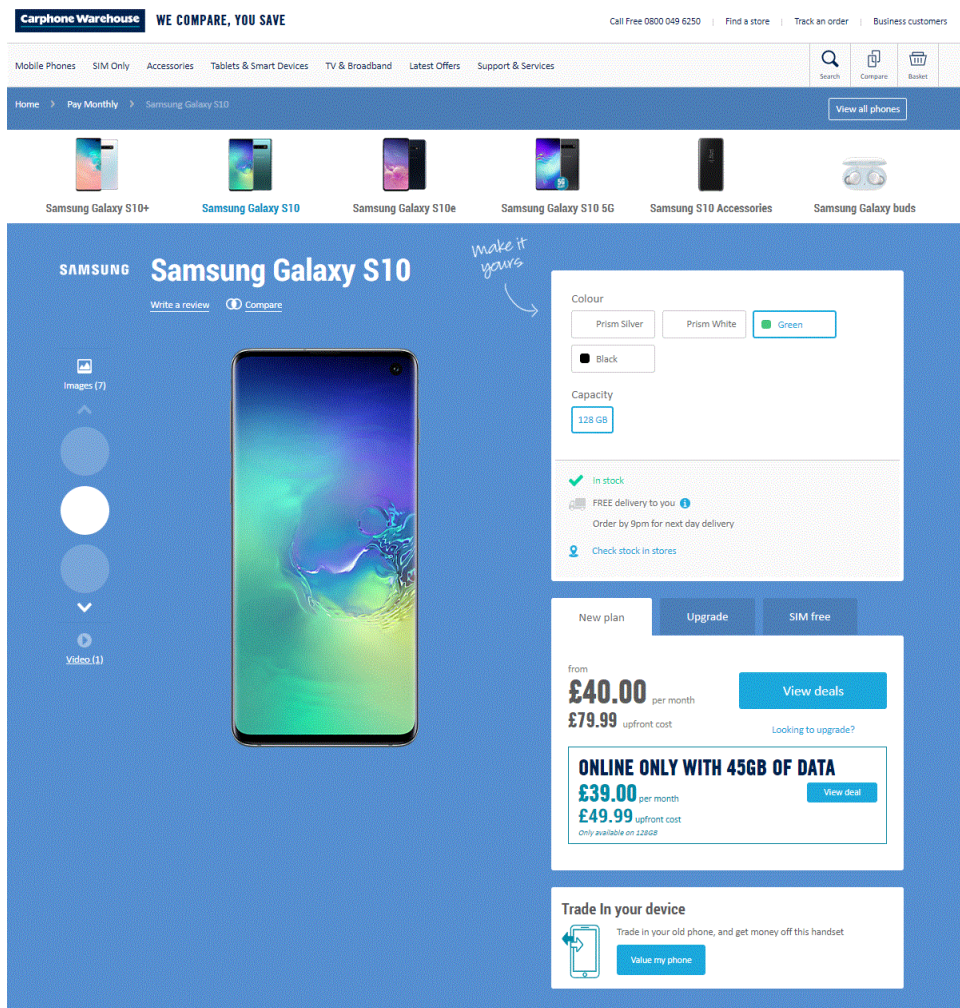


Challenge - Mobile Phones Online OOP!

Black Friday !



As a junior developer you have been tasked with designing and writing and testing an OOP class to represent a **mobile phone**.

Use your knowledge of OOP (encapsulation, constructors etc) to design and create the class (add a **toString** method)

The website that is selling the phones requires only the phone name, phone make and rating (1-5 inclusive).

e.g. make=Apple iPhone, model=11, rating=4 make=Samsung Galaxy, model=S10, rating=2

Create an Java class (CarphoneWarehouse.java) with a main method to test your class.

Solution

MobilePhone-1.java (<https://canvas.qub.ac.uk/courses/11041/files/1074327/download?wrap=1>)_ ↓
(https://canvas.qub.ac.uk/courses/11041/files/1074327/download?download_frd=1)

CarphoneWarehouse-1.java (<https://canvas.qub.ac.uk/courses/11041/files/1074361/download?wrap=1>)_ ↓ (https://canvas.qub.ac.uk/courses/11041/files/1074361/download?download_frd=1)