

Program 01

Write a Program on OOPs to define Dog class properties and behaviour.

properties :

name : String

height : double

age : int

behaviour:

getDogInformation() : public void

bark() : public void

Program 02

Write a Program on OOPs to define Fan class properties and behaviour.

properties :

name : String

coil : String

wings : int

behaviour:

switchOn() : public void

switchOff() : public void

Program 03

Write 2 programs on OOPs by your own thinking and imagination.