

Object Oriented Programming 1

1. Develop the Book Class and show the use of different properties and methods in main method.

Book	String bookName String bookAuthor String bookId String bookType int bookCopy // how many copy	Declare the properties as private. Use public getter and setter methods to access
	2 Constructor (Empty, parameterized) void ShowBookInfo() void AddBookCopy(int x)// how many copy of book	
	static int bookCounter static void showTotalBookInfo()	

2. Develop the Contact Class and show the use of different properties and methods in main method.

Contact	String personName String personId int age String mobileNumber; Char gender // M or F	Declare the properties as private. Use public getter and setter methods to access
	2 Constructor (Empty, parameterized) void ShowPersonInfo() void DetectMobileOperator() // it will show GP or Robi etc.	

3. Develop the Mobile Class and show the use of different properties and methods in main method.

Mobile	String mobileOwnerName String mobileNumber // SIM number double mobileBalance String mobileOSName boolean lock // true means phone is lock false means unlock	Declare the properties as private. Use public getter and setter methods to access
	2 constructor (Empty, parameterized) void ShowInfo() void Recharge(int amount) void CallSomeone(int timeDuration) // per minute cost= 0.5 taka	Lock has to be false to show or recharge or call someone, so check the lock flag/Boolean variable