Design and implement applications using basic OOP paradigms.

A coffee shop would like to find out the customer feedback rating about its services. The customer class shown below:

Customer

-

Name:String

-

MobileNo:String

-

feedbackRating:dobule

+

Customer

()

+

Customer(String, String, double

)

+

getters

()

+

setters

()

Example: Assume that the shop will collect feedback from ‘N’ customers. Following are the sample customer feedback values.

Customer 1: 3 out of 5

Customer 2: 4 out of 5

Customer 3: 2.5 out of 5

Write an application which creates array of ‘N’ customer objects to store feedback values of these



output:

Enter the number of customer : 3

Enter the customer name:

arun

Enter the customer mobile number:

1234567890

Enter the customer feedback rating out of 5:

2.6

Enter the customer name:

anil

Enter the customer mobile number:

0123456789

Enter the customer feedback rating out of 5:

4

Enter the customer name:

akhil

Enter the customer mobile number:

0989765421

Enter the customer feedback rating out of 5:

5

Customer 1 : 2.6 out of 5

Customer 2 : 4.0 out of 5

Customer 3 : 5.0 out of 5