

C_HW9 (Objects)

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Abstract

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Protocol

Step 1.

For this assignment, there is no starting point to copy. You are to write a program that contains a "class" you will define with at least three attributes (name, color, age, size, etc.) and one method (bark, drive, flip, etc.), then instantiate at least one object from that class and call the method. Your object can be anything you care to model, e.g., a car, a kitten, a bridge, a river, a hurricane, a stapler, a molecule. It doesn't have to be useful or make sense.