Experiment 3

Experiment 3: Define a Kotlin class to represent basic restaurant information (name, address, category).

Lab Objective:
To define and use a basic Kotlin class that represents restaurant information.

Prerequisites:

1. Basic understanding of Kotlin syntax.
2. Knowledge of variables, data types, and constructors.
3. Familiarity with OOP concepts (class, object, properties).
4. Kotlin IDE setup (Android Studio or IntelliJ IDEA).

Outcome:
• Define a Kotlin class with properties.
• Initialize the class using a constructor.
• Create objects of the class.
• Access and display property values.

Step 1: Define a Kotlin class (Restaurant.kt)

```
class Restaurant(
    val name: String,
    val address: String,
    val category: String
)
```

Step 2: Create objects and access properties (MainActivity.kt or main function)

```
fun main() {
    val r1 = Restaurant("Spice Garden", "12 MG Road", "Indian")
    val r2 = Restaurant("Sushi House", "18 Lake Street", "Japanese")

    println("Restaurant 1: ${r1.name}, ${r1.address}, ${r1.category}")
    println("Restaurant 2: ${r2.name}, ${r2.address}, ${r2.category}")
}
```

Explanation:

1. The class contains three properties: name, address, and category.
2. The primary constructor initializes these properties when an object is created.
3. Objects `r1` and `r2` are created and their property values are printed.

Test Cases:

1. Create a restaurant with valid data → Properties print correctly.
2. Create multiple restaurant objects → All objects show correct values.
3. Use different data types (e.g., number as address) → Kotlin shows type error.
4. Leave a property empty (`""`) → Object still created, prints empty value.