BUILD YOUR HOUSE
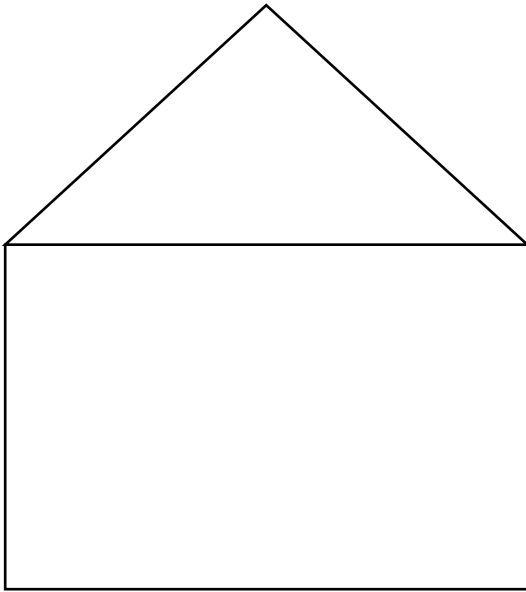
roof

Chimey

Window RED on left side
On stair 1

Door in the center
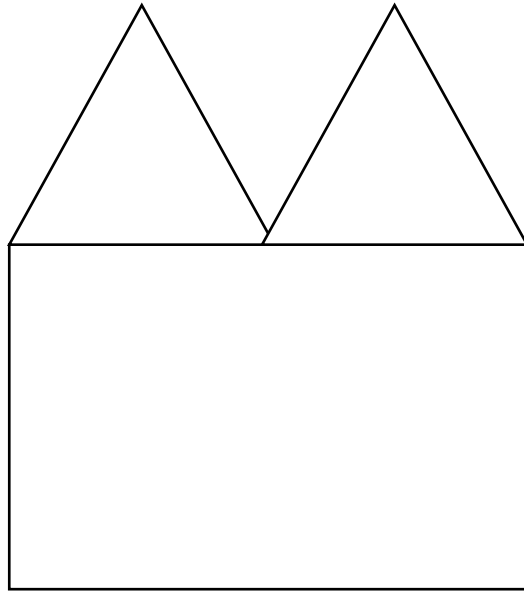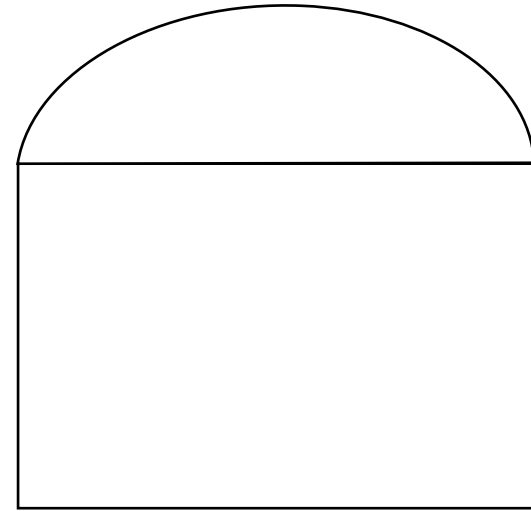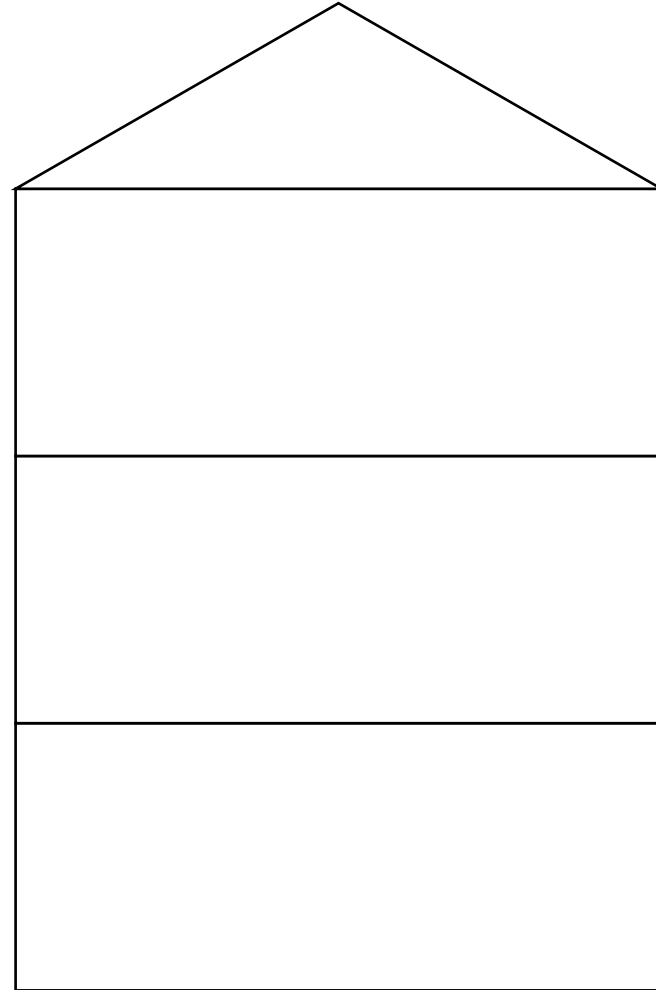
ROOF TYPES

V SHAPE

M SHAPE

U SHAPE

CLASSES

```
class House {
  stairsNumber : number;
  hasRoof : boolean;
}
```

OBECTS

```
let myHouse = new House();
myHouse.stairsNumber = 3;
myHouse.hasRoof = true;
```

RESULT

CLASSES

```
class House {
  stairsNumber : number;
  hasRoof : boolean = false;
}
```

OBECTS

```
let myHouse = new House();
myHouse.stairsNumber = 2;
```

RESULT

CLASSES

```
class House {
  stairsNumber : number = 2;
  hasRoof : boolean = true;
  windows : Windows[]
}
class Windows {
  color: String;
  stair : number;
  side : string; // "LEFT" or "Right"
}
```

contructor

OBECTS

```
let w1 = new Windows("BLUE", 0, "LEFT");
let w2 = new Windows("RED", 1, "RIGHT");
let w3 = new Windows("BLUE", 1, "LEFT");

let myHouse = new House();
myHouse.windows = [w1, w2, w3];
```
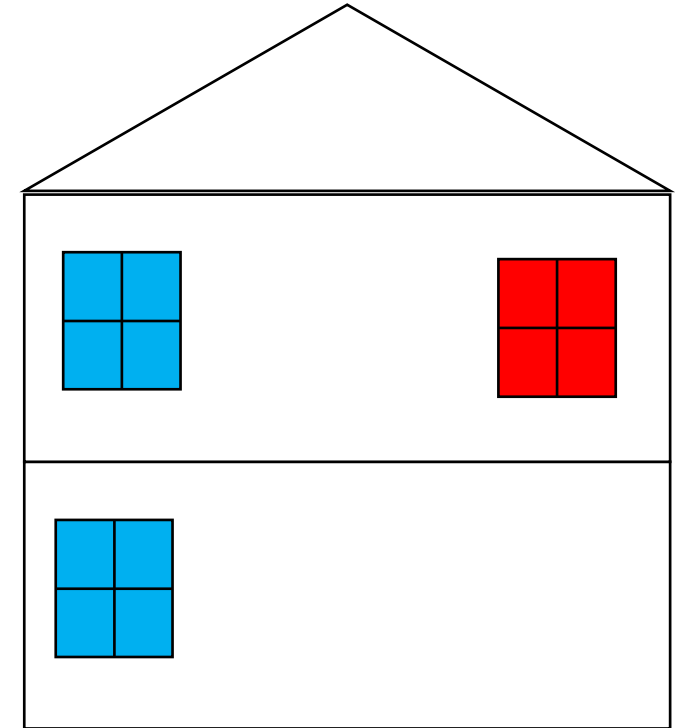
RESULT

CLASSES

```
class House {
    stairsNumber : number = 2;
    hasRoof : boolean = true;
    windows : Windows[]
}
class Windows {
    color: String;
    stair : number;
    side : string; // "LEFT" or "Right"
}
```

contructor

OBECTS

??

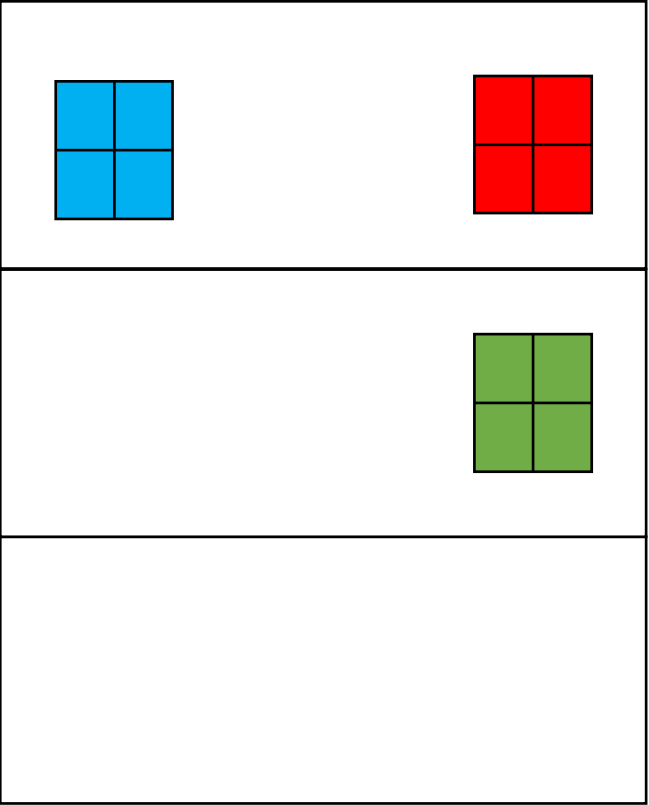# RESULT

CLASSES

```
class House {
  stairsNumber : number = 2;
  hasRoof : boolean = true;
  windows : Windows[]
}
class Windows {
  color: String;
  stair : number;
  side : string; // "LEFT" or "Right"
}
```
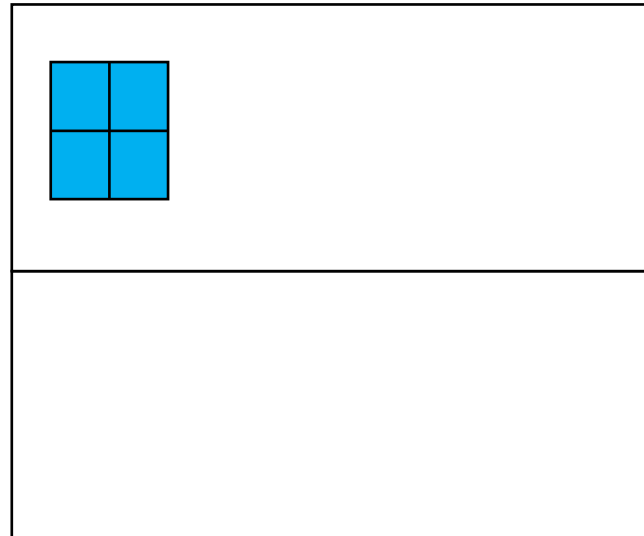
contructor

OBECTS

```
let w1 = new Windows("GREEN", 0, "LEFT");
let w2 = new Windows("RED", 1, "LEFT");
let w3 = new Windows("BLUE", 1, "LEFT");

let house1 = new House();
house1.windows = [w3];
house1.hasRoof = false;


let house2 = new House();
house2.windows = [w1, w2];
```
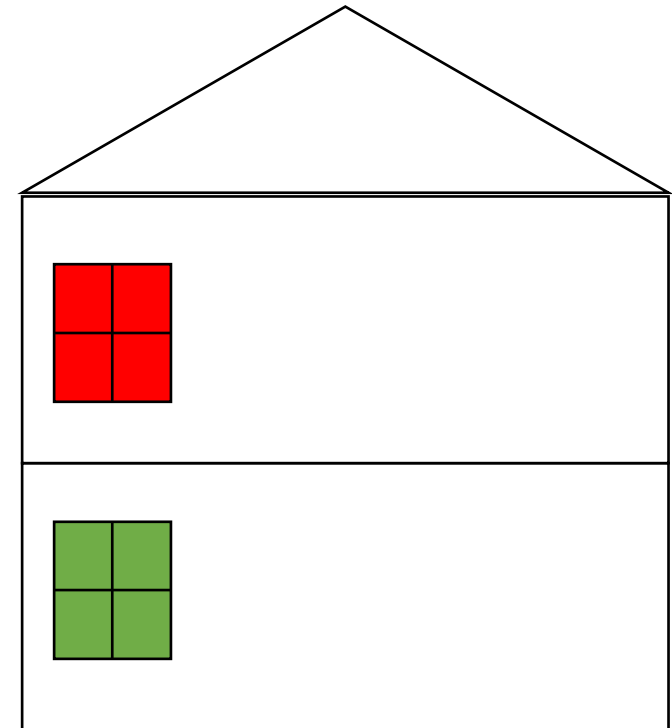
RESULT

House1

House2

CLASSES

```
class House {
  stairsNumber : number = 2;
  roof : Roof;
  windows : Windows[]
}

class Windows {
  color: String;
  stair : number;
  side : string; // "LEFT" or "Right"
}

class Roof {
// "V SHAPE" or "M SHAPE" or "U SHAPE"
  style: String;
   hasChimney : boolean ;
}
```

contructor (for class Windows)

contructor (for class Roof)

OBECTS

```
let w1 = new Windows("BLUE", 1, "LEFT");
let myRoof = new Roof("M SHAPE" , true);

let myHouse = new House();
myHouse.windows = [w1];
myHouse.roof = myRoof;
```

RESULT

CLASSES

```
class House {
    stairsNumber : number;
    roof : Roof;
    windows : Windows[]
    mainDoor : Door
}
```
} contructor

```
class Windows {
    color: String;
    stair : number;
    side : string; // "LEFT" or "Right"
}
```
} contructor

```
class Roof {
// "V SHAPE" or "M SHAPE" or "U SHAPE"
    style: String;
    hasChimney : boolean = true;
}
```
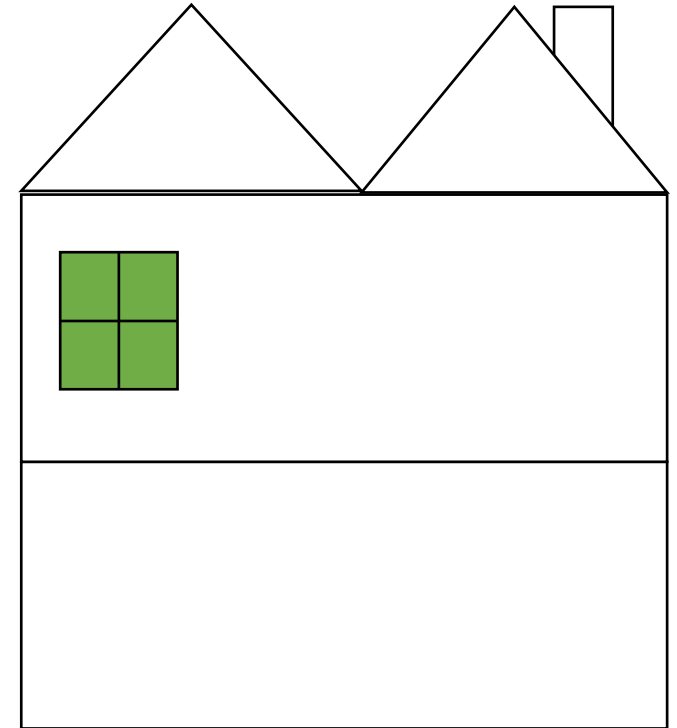} contructor

```
class Door {

    // ""LEFT" or "Right" or "CENTER"
     position: String;
}
```
} contructor

OBECTS

????

RESULT

CLASSES

```
class House {
    stairsNumber : number;
    roof : Roof;
    windows : Windows[]
    mainDoor : Door
}
```

} contructor

```
class Windows {
    color: String;
    stair : number;
    side : string; // "LEFT" or "Right"
}
```

} contructor

```
class Roof {
// "V SHAPE" or "M SHAPE" or "U SHAPE"
    style: String;
    hasChimney : boolean = true;
}
```
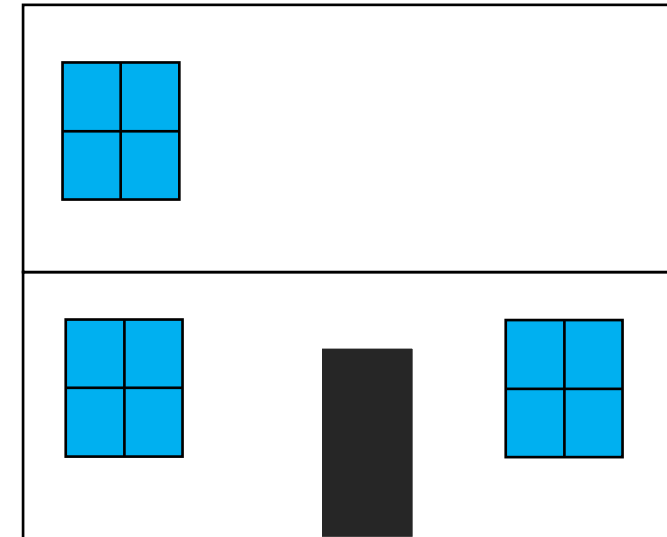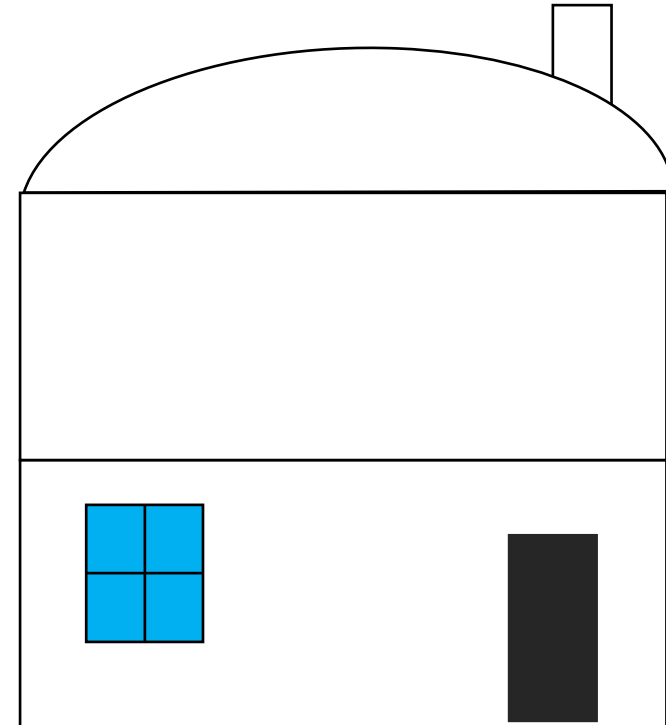
} contructor

```
class Door {

    // ""LEFT" or "Right" or "CENTER"
     position: String;
}
```

} contructor

OBECTS

```
let w1 = new Windows("BLUE", 1, "LEFT");
let myRoof = new Roof("U SHAPE");
let door1 = new Door("RIGHT");
let door2 = new Door("CENTER");

let myHouse = new House(2);
myHouse.windows = [w1];
myHouse.roof = myRoof;
myHouse.mainDoor = door1;
```


RESULT