



Python OOP – Object Oriented Programming for Beginners

Mini Project

Introduction to Classes

Project Description:

- **Identify 3 classes that could be included in a system designed for a:**
 - Small Bank.
 - Donut Shop.
 - Videogame Store.

Think about the objects and entities that a system works with in these scenarios. For example, stores need to represent employees, products, and clients in their system and these are represented using classes. A Pizza store might represent a Pizza using a class and an Employee using another class.

Please submit your examples with this format:

- Small Bank: <example>, <example>, <example>
- Donut Shop: <example>, <example>, <example>
- Videogame Store: <example>, <example>, <example>

Note: You will be able to check your solution with a sample answer as soon as you submit your mini project.