# Assignment#4

1. Write program with several functions.
   1. f(x) = 2x +3
   2. f(x) = x2 + 3x + 9
   3. f(x) = x3 + 4x + 7



1. Create a class Giraffe which stores the height, age, and name of the Giraffe. Add accessor methods which show those values but also let you change them. Write another method walk which takes a number of steps and prints “Giraffe is walking X steps”.  
     
   *I wanted to excercies the inheritance from last lesson and created a super class Animal, that has all the attributes. And a class Giraffe that implements the walk method and extends the super class Animal.*





*To comply with the task and have everything in one class I am pasting it below:*

3. Create a class ColaVendingMachine. This class is simulating a cola vending machine. It keeps track of how many cola bottles are in the class and how much one bottle costs. There should be a method sellBottle which sells one bottle to a customer, decreases the amount of bottles left. There also is a method restock which sets the number of bottles to the number it is restocked to. Write a main method to test the functionality of the ColaVendingMachine machine.

*I have created two classes – one for the Cola bottle and one for the vending machine.*

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