



# Practice **Creating Objects and Constructors**

# Exercise

- Practice 1: Furniture Mart





## PRACTICE

### Furniture Mart

A company manufactures plastic furniture in different colors like red, blue, and green. Plastic furniture comes in three grades: grade 1, grade 2, and grade 3. The furniture manufactured is both for indoor and outdoor use. The types of furniture manufactured are tables, chairs, cupboards, and stools.

The company is giving a 5% flat discount to customers who order any type of outdoor furniture.

Create constructors and declare objects of the furniture item class.





# Tasks

- Define the class `FurnitureItem` with attributes like `furnitureCode`, `furnitureType`, `gradeOfFurniture`, `color`, `furnitureUsage`, `price`
- Create a no argument constructor in the `FurnitureItem` class and initialize values to the variables
- Define the behavior of the `FurnitureItem` class where the calculation discount of 5% is given on the furniture usage whether indoor or outdoor.
- Create an implementation class `FurnitureItemImpl`
- Declare and initialize Objects of the `FurnitureItem` class in the main method of the `FurnitureItemImpl` and display the values of the variables.