

# Introduction to Object-Oriented Programming







# **Exercise**

Practice 1: Furniture Mart









# PRACTICE

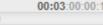
# **Furniture Mart**

A company manufactures plastic furniture in different colors, such as red, blue, and green. Plastic furniture comes in three grades: grade 1, grade 2, and grade 3. The furniture manufactured is for both 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.

Model the furniture item as a class and identify attributes and behavior.





# **Tasks**

## Task 1

- Identify the class FurnitureItem from the problem statement.
- Identify the attributes of the class and list them down in a text editor.
- Identify the behaviors of the class and list them down in a text editor.

### Task 2

- Model the FurnitureItem class.
- Declare the attributes as variables in the class.
- Define the behaviors of the class as methods.