



Practice

Introduction to Object-Oriented Programming

Exercise

- Practice 1: Furniture Mart



An illustration of a woman with dark hair and glasses, wearing a red top, and a man with brown hair and glasses, wearing a yellow top. They are sitting at a light blue desk. The woman is holding a yellow clipboard. In front of them is a large blue computer monitor. On the desk, there is also a white coffee cup with a red lid, a yellow pencil, and a notepad with a red pencil. The background is light green with some abstract shapes and a large green plant on the right.

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.