

Object Oriented Programming 1

1. Develop the Book Class. After that Inside main method, create 4 objects and show the details of all objects also test other methods to check if they are working properly.

Book	String bookName String bookAuthor String bookId String bookType int bookCopy // number of copies of the book	Declare the properties as private. Use public getter and setter methods to access
	2 Constructor Empty and Parameterized void showDetails() void addBookCopy(int x)// how many copy of book	
	static int uniqueBookCounter static void totalNumberOfUniqueBooks() //shows the value of uniqueBookCounter	

2. Develop the Contact Class. After that Inside main method, create 4 objects and show the details of all objects also test other methods to check if they are working properly.

Contact	String personName String personId int age String mobileNumber; Char gender // M or F	Declare the properties as private. Use public getter and setter methods to access
	2 Constructor Empty and parameterized void showDetails()	
	void showOperator() // it will show GP or Robi etc.	

3. Develop the Mobile Class. After that Inside main method, create 4 Mobile objects show the details of all objects also test other methods to check if they are working properly.

Mobile	String mobileOwnerName String mobileNumber // SIM number double mobileBalance String mobileOSName boolean lock // true means phone is lock, false means unlock	Declare the properties as private. Use public getter and setter methods to access
	2 Constructor Empty and parameterized void showDetails() void recharge(int amount) float adjustAfterCall (float timeDuration, float costPerMinute) //shows the cost and adjusted balance and returns the cost	Lock has to be false to show or recharge or call someone, so check the lock flag/Boolean variable