**ASSIGNMENTS**

1. Given a class named **Patient,** identify what instance methods could be written in this class.
   1. Name
   2. Gender
   3. PatientId
   4. Occupation
   5. DateOfBirth
   6. Location
   7. State
   8. PinCode
   9. MaritalStatus
   10. ContactDetails
   11. AlternativeContact
   12. MailId

These many instance methods or more then that… if we wanted to add some more we can create those instances under the Class named Patient

1. Given a class named **CPU,** identify the public & private instance members.

Public instance members are:

* 1. CPU name
  2. Price
  3. CPU version
  4. CPU speed
  5. CPU Series
  6. CPU Cores

Private instance members are:

* 1. CPU Architecture
  2. ALU
  3. CPU series number
  4. CPU Data rates
  5. CPU’s Hyperthreadings
  6. CPU’s Control unit

1. Given a class named **Media,** assume there are 3 objects of this class. Identify the static members of this class.
   1. Volume
   2. Fast Forward
   3. Rewinding
   4. Next
   5. Previous
   6. Mute
   7. Unmute
   8. Playback Speed
   9. Playback Quality
   10. Progress bar status
2. Given a class named **Calculator** & its derived classes named **Standard** and **Scientific,** identify the method which can be overridden by the derived classes.

Here Calculator acts as Parent Class ,Whereas Standard and Scientific acts as Child Class ,which methods or functions can copied and implement via Parent Class to Child Class.

Here Overriding method allows a child class to provide a specific implementation of a method that is already provided by one of its parent classes.

The common functions can be used or overridden by Child classes are listed below

* 1. Addition
  2. Subtractions
  3. Division
  4. multiplications
  5. Percentage
  6. Equal to
  7. Clear
  8. Backspace

1. Given the classes **Bird, Superman, Aeroplane** and **Missile,** identify the usage of interfaces here.

Here, The classes bird, superman, aeroplane and missile have the common elements, those are flying, landing, paths , co-ordination of their ride.

But the methods of flying, landing, their paths and co-ordination of their ride and source used for their ride are different from one other.

So here we need to create interfaces such as flying and landings and others and it’s roles is different for other different classes.