

# Assignment on OOP and Agile

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## • Five objects with property and functions:

### 1. Object: Mobile phone

+price: float +model: string +size: sting +color: string +weight: float	+sms() +mms() +browse() +phonecall()
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### 2. Object: CPU

+price: float +model: string +size: sting +color: string +weight: float	+program_execute() +data_process() +browse() +network_management()
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### 3. Object: Mouse

+price: float +model: string +size: sting +color: string +weight: float	+optical_sensor() +data_send() +button_work() +scroll()
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### 4. Object: Keyboard

+price: float +model: string +size: sting +color: string +weight: float	+data_send() +connectivity() +button_management() +led_management()
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### 5. Object: Monitor

+price: float +model: string +size: sting +color: string +weight: float	+display() +data_receive() +button_management() +ligh_management()
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- **5 User story:**

Syntax: as a <user role> I want <functionality> so that <business value>

1. As a user I want to see my profile so that I can update my info.
2. As an admin I want and user id so that I can login.
3. As a user I want a database so that I can save my data in a right way.
4. As an admin I want an access system so that I can add or delete members.
5. As a user I want some functions so that I can send messages to other people.

- **What I have learned from class 17 of BITM-php:**

I have learned about basic idea of oop. OOP is stands nfor object oriented programming. In C++, C#, php etc are oop supported programming language. In oop we can definbe classes and objects. Objects have different functionality and properties. We can code differently for different objects. We can add 3 types of access modifier in every objects.