

# Exercises

- What's for dinner today? In the fridge, there are two types of meat-based foods: hotdogs and steaks. What do they have in common? Create the Meat class and its 2 child classes. Let's not forget about vegetables! You have carrots, tomatoes, and peppers. Once again, create the parent class Vegetable and its 3 child classes. Enjoy your meal!
- At Uncle Tobia's old farm, we have 3 animals that produce milk: cows, sheep, and goats. In particular, sheep also provide wool, just like alpacas. We also have 2 animals that produce eggs: chickens and ducks. However, ducks can fly! Finally, we have animals that help with work, such as dogs and horses. Remember, though, that they are very different from each other. Create parent classes and child classes (with their respective attributes and methods) for all the animals at Uncle Tobia's farm.
- We are in the Wild West. A lawless land. A land full of weapons, all different and all lethal. Cutting weapons like knives and sabers. Firearms like revolvers and rifles. Rifles, in particular, come in long barrel, short barrel, and double-barreled varieties. And let's not forget about explosives! Like mining dynamite or the Molotov cocktail made with old Joe's whiskey. Create the parent class Weapon, with its generic attributes and lethal methods. Then move on to all the subclasses, applying polymorphism where necessary.