Welcome back to the

Java Course

Module 3 - OOP

Project

Today you are creating your own project!

This project includes all your knowledge acquired up today.

Project

The tools we learned:

- *Classes and objects*
- *Inheritance and polymorphism*
- *Encapsulation and accessibility*
- *Exceptions*

Project

Now you are able to conceptualize the code in a different way thanks to Object-Oriented Programming.

By applying these principles, previously complex designs become more linear and straightforward!

Project Examples

You might be creating software for managing a second-hand store. Customers can both buy and sell various items. It's up to you to evaluate them based on their type, characteristics, and price. However, your store can't contain more than 20 items.

Project Examples

You might be creating software for a library. The user can add new books up to 20, including several informations such as the author, the number of pages and the genre. Then he can search a specific book filtered by a characteristic.

Project Examples

You might be creating software that assists with sports betting. It includes team sports such as soccer, volleyball, and basketball, as well as individual sports like fencing, boxing, and judo. For each sport, you can evaluate the statistics of 3 teams/athletes over the course of a year.