

Exercises

- Create a program to manage a library. Remember to create a “book” class with all the basic properties and methods.
- Create a program to manage the information about a building. Create at least “family” and “office” classes.
- In an Animal Shop you can find dogs, cats, rabbits and birds. Create a class per each animal.
- Organize your child's bedroom. Create the class “toy” and at least 5 instances. Then the user can do a research for a toy with a specific property and get or set all the toy’s info.
- In a fruit shop you have 6 different types of fruit, but the stored amount is limited. Each time the user buys one or more fruits, the stored quantity is updated. Then the user receives a notification if he can not buy a specific fruit. (Use instances of the “fruit” class)
- Improve your library! Now the user can edit all the books' info and check the last customer who read a specific book. Create the "customer" class to obtain this feature.