



Welcome back to the Java Course

Module 3 - OOP



Practice!



Practice

You have just inherited a luna park from an uncle you never knew. Now you have to manage it! Create a *Customer* class, which can be further categorized into *Adult* and *Child*. Also, create the *Stand* class (you have up to 3 different types) and the *Attraction* class (5 types, each more fun than the other). Have fun!



Practice

Single life is hard! So many romantic dates and so little time! Create the *Agenda* class to schedule the appointments, *Location* class (where the date will take place), and *Date* class (the person you will meet). Remember to create specific attributes and methods, subclasses where necessary, and manage the agenda in the main!



Practice

You own a real estate agency. You deal with both *Residential* properties for *Private* individuals and *Offices* for *Businesses*. The residential properties are categorized as *House*, *Apartment*, and *single Room*. The offices are categorized as *Building*, *Floor* of a building, and *Office Room*. Create all the necessary classes and methods for your business activity.