

A. Describe Your Objects

Write a short paragraph that describes the type of object you plan to use on your product website. Your description must include:

- What the object represents on your product site.
- The data you need to store about this type of object (its properties).
- The tasks or behaviors the object should be able to perform (its methods).

This paragraph should explain why your object needs this information and how the methods relate to the actions users take on your site.

I plan to use objects to build user reviews using constructor notation. This object represents reviews and contains the username of the reviewer, the title of the game they are reviewing, the rating, the user comment, and the number of likes the review has received. Users can press the heart icon to like reviews of users they enjoyed. This can be translated into a method where the like count is updated to be increased by 1. Another useful method would be the ability to translate the numerical rating into a string of stars to be displayed on the screen. This is useful for displaying reviews on the screen for other users to see.

B. Draw Your Object Model

Create a diagram that visually represents your object model, similar in style to the ones above. Your diagram must include:

- Two example objects of the same type.
- The same list of properties on both objects, each with different example values.
- The same list of methods on both objects, each with a short description of what the method does.

You can use tools like draw.io or any other diagram tool. Your diagram should clearly show how the data (properties) and actions (methods) are structured for your object, just like the bookstore example shown earlier.

