# Homework: OOP in Java

This document defines the homework assignments from the ["OOP" Course @ Software University](https://softuni.bg/trainings/coursesinstances/details/8). Please submit as homework a single zip / rar / 7z archive holding the solutions (source code) of all below described problems. The solutions should be written in Java.

## Geometry

Define a class structure that models a shape hierarchy.

* **Shape** – base class for any kind of shape, holds a list of **vertices**
  + **PlaneShape** – base class for all plane (2D) shapes, holds an array of **2D vertices** (holding **x** and **y**), implements **PerimeterMeasurable** and **AreaMeasurable** interfaces
    - **Triangle** – holds 3 vertices
    - **Rectangle** – holds 1 vertex, width, height
    - **Circle** – holds 1 vertex and radius
  + **SpaceShape** – base class for all three-dimensional shapes, holds an array of **3D vertices** (holding **x**, **y** and **z**), implements **AreaMeasurable** and **VolumeMeasurable** interfaces
    - **Sphere** – holds 1 vertex and radius

A **vertex** is a point in 2D/3D space. The distance between two 2D vertices is calculated using the formula:

C:\Users\bubbles\Desktop\dist-2-points-equn.gif

Define the following interfaces:

* **PerimeterMeasurable** – holds **double** **getPerimeter()**
* **AreaMeasurable** – holds **double** **getArea()**
* **VolumeMeasurable** – holds **double** **getVolume()**

Design the class hierarchy using proper inheritance and code reusability through abstraction. Each shape should implement its respective interfaces with proper formulas.

Override **toString()** to return information about each shape (shape type, each vertex's coordinates, perimeter/area/volume). Create objects of different classes and add them to a **single** array. Iterate through the array and print information about each shape.

## 1lv Shop

Design a class hierarchy that models a shop.

* **Product** – base class for all products, holds **name**, **price**, **quantity** and **age restriction** (can be **None**, **Teenager** or **Adult**). Implements the **Buyable** interface.
  + **FoodProduct** – implements the **Expirable** interface. Returns 70% of the price if the product expires in 15 days time.
  + **ElectonicsProduct** – base class for electronics, holds guarantee period
    - **Computer** – has a guarantee period of 24 months. Returns 95% of the price if the quantity is over 1000.
    - **Appliance** – has a guarantee period of 6 months. Returns 105% of the price if the quantity is less than 50.
* **Customer** – holds **name**, **age** and **balance**

Define **properties** (getters and setters) for each class. Validate the data and throw **exceptions** where necessary.

Define the following interfaces**:**

* **Buyable** – holds **double** **getPrice()**
* **Expirable** – holds **Date** **getExpirationDate()**

Create a static class **PurchaseManager**. The class should hold the **processPurchase(Product product, Customer customer)** methodthat handles purchases (takes money from customer, reduces product quantity by 1).The **PurchaseManager** should throw exceptions with descriptive messages in the following situations:

* If the product is out of stock (i.e. no quantity)
* If the product has expired
* If the buyer does not have enough money
* If the buyer does not have permission to purchase the given product

Catch any exceptions in your **main()** method and print their message.