Java Foundations – Section 2, Lesson 3
Slides 25 & 26 (Exercise 2) Possible Solutions

Part 1

Given the following scenario, what objects could you potentially model to complete your program? List at least 3 objects.

> *Design a program for a coin sorting machine. This machine should measure, count, and sort coins based on their size or value. The machine prints a receipt.*

Objects

- Coin Sorting Machine
- Coin
- Receipt

Part 2

Chose an object from Part 1. What properties and behaviors of this object could you include in your program?

Coin Sorting Machine

Properties	Behaviors
Number of Coins	Print Receipt
Value of Coins	Measure Coin
Sorting Speed	Sort Coin
Capacity	Count Coin

Coin

Properties	Behaviors
Name	Get Counted
Value	Get Measured
Size	Get Sorted

Receipt

Properties	Behaviors
Number of Coins	Get Printed
Value of Coins	Calculate Value of Coins
Date	Update Date