

Computing

Lesson 5: Exploring OOP

KS4 Object-Oriented Programming

Mac Bowley

¹ Materials from the Teach Computing Curriculum created by the National Centre for Computing Education



Task 1: Investigate the program

Investigate the program using the steps below:

Question 1

How many books are there already in the program?

Question 2

What are the names of the users?

Question 3

Which variable would you use to access the library?



Task 2 - The classes in the project

Use the table below to write the names of the classes in the project, and each of their attributes and methods - *You do not need to add getters and setters to the table.*

Class name	Attributes	Methods



Task 3: Modifying the project

Next I would like you to modify the project.

- 1. Add a new user to the **main.py** file
 - a. Use your own details.

Use the table on the right to plan the attributes for the new user

User name	
User Email	



Task 3: Modifying the project

2. Add two new books to the library - of your choice - along with the relevant information

Use this table to plan the details you will add.

Book title	Book genre	Book author



Task 3: Modifying the project

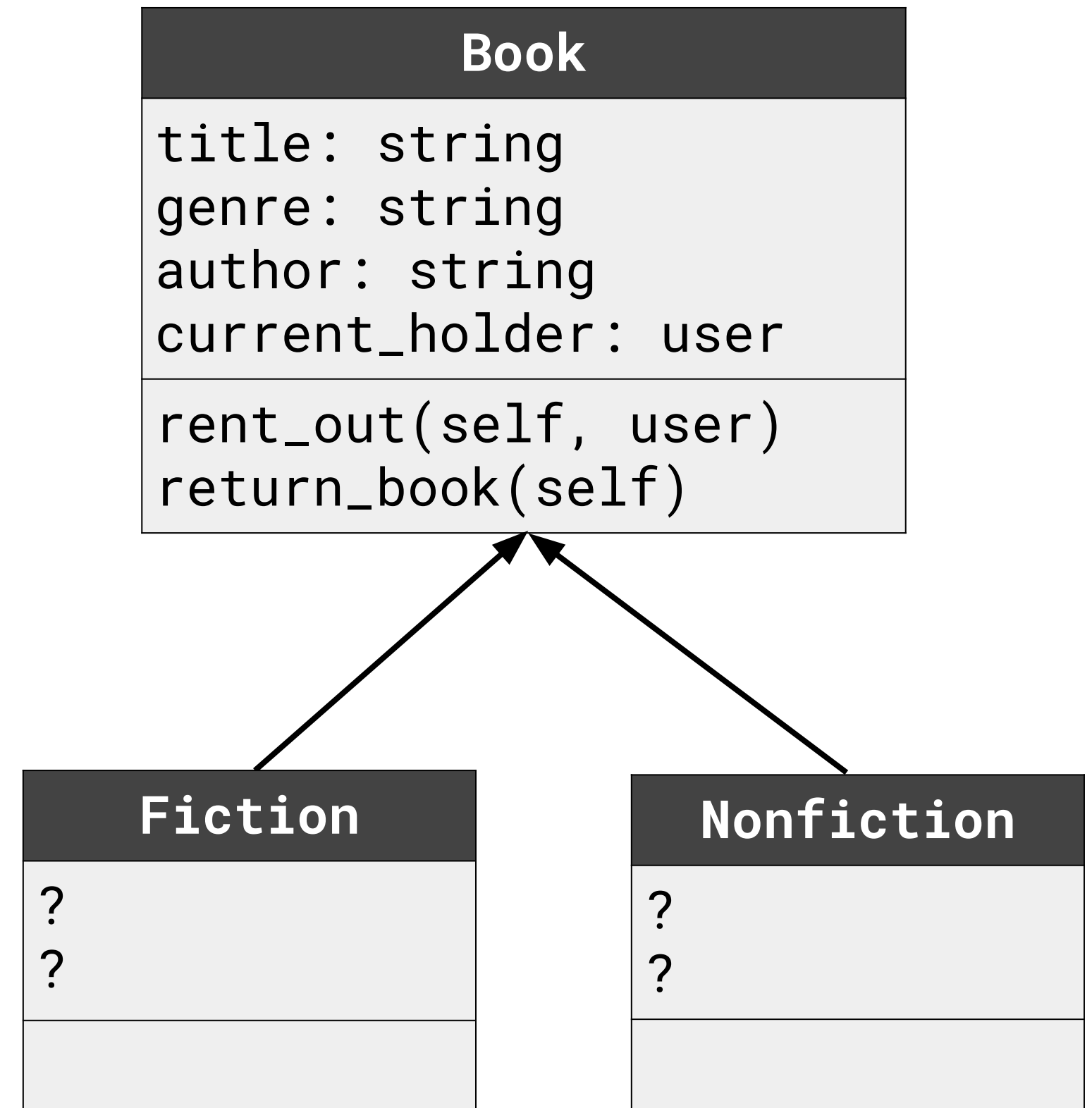
3. The library wants to test the “check out” functionality, using the methods on each of the books you must...

- a. Rent out “The Fault in Our Stars” to Jakob.
- b. Rent out “The Hunger Games” to Jane.
- c. Rent out one of **your new books** to **your user**.



Task 4 - Adding to the library

1. Add a new subclass of the Book class
2. It can be either
 - a. Fiction
 - b. Nonfiction
3. Add two new attributes, of your choice
4. Create getters and setters for your new attributes.



Task 4 - Adding to the library

Test your new subclass!

- 1. Add a new book to the main.py program, using your subclass
- 2. Add it to the library
- 3. Rent the book out to one of the users
- 4. Display the library with your new book in it

