# PUTTING IT ALL TOGETHER

HOTEL OBJECT

1. When a reservation is made, the book event fires.
2. The book event triggers the makeBooking() method, which increases the value of the bookings property.
3. The value of the bookings property is changed to reflect how many rooms the hotel has available.

CAR OBJECTS

1. As a driver speeds up, the accelerate event fires.
2. The accelerate event calls the changeSpeed() method, which in turn increases the value of the currentSpeed property.
3. The value of the currentSpeed property reflects how fast the car is traveling.

Computers use data to create models of things in the real world. The events, methods, and properties of an object all relate to each other: Events can trigger methods, and methods can retrieve or update an object's properties.



## OBJECT TYPE: HOTEL

| EVENT | happens when: | method called: |
|---|---|---|
| book | reservation is made | makeBooking() |
| cancel | reservation is cancelled | cancelBooking() |

| METHOD | what it does: |
|---|---|
| makeBooking() | increases value of *bookings* property |
| cancelBooking() | decreases value of *bookings* property |
| checkAvailability() | subtracts value of *bookings* property from value of *rooms* property and returns number of rooms available |

| PROPERTIES | |
|---|---|
| name | Quay |
| rating | 4 |
| rooms | 42 |
| bookings | 22 |
| gym | false |
| pool | true |

## OBJECT TYPE: CAR

| EVENT | happens when: | method called: |
|---|---|---|
| brake | driver slows down | changeSpeed() |
| accelerate | driver speeds up | changeSpeed() |

| METHOD | what it does: |
|---|---|
| changeSpeed() | increases or decreases value of *currentSpeed* property |

| PROPERTIES | |
|---|---|
| make | BMW |
| currentSpeed | 45mph |
| color | silver |
| fuel | diesel |

QUAY
HOTEL