

INSTRUCTIONS

- You have 10 minutes to complete this quiz.
- The exam is closed book, closed notes, closed computer, closed calculator.
- Mark your answers **on the exam itself**. We will *not* grade answers written on scratch paper.
- For multiple choice questions, fill in each option or choice completely.
 - ☐ means mark **all options** that apply
 - ☐ means mark a **single choice**

Last name	
First name	
Student ID number	
CalCentral email (_@berkeley.edu)	
Discussion Section	____ _
<i>All the work on this exam is my own.</i> (please sign)	

0. **Your thoughts?** What makes you strong?

1. Oops! ... I Did It Again

- (a) Suppose Britney wants to define a `Person` class.

```
class Person:
    name = None
    def __init__(self, name):
        Person.name = name
    def greet(self):
        return 'Hello, my name is ' + self.name
```

John, however, sees a problem. Mark **all** appropriate criticisms of this implementation.

- ☒ Every `Person`'s name will be equal to the most recently-created `Person`'s name.
- ☐ Instantiating a `Person` will cause an error.
- ☐ Every `Person`'s name will be `None`.
- ☐ Invoking `greet` on a person instance will cause an error.

- (b) Consider the following simple class definition.

```
class Dog:
    def bark(self):
        print('woof!')
```

One day, while using this class, Britney decides she wants her dog, Lacey, to bark differently:

```
>>> lacey = Dog()
>>> lacey.bark = 'bow wow!'
```

Paul quickly points out that this won't work. "bark is supposed to be a method, not a string!" So Britney attempts to reset the `bark` method to what it was before:

```
>>> lacey.bark = Dog.bark
```

Paul isn't convinced this will fix it. Mark **all** appropriate statements about this assignment statement.

- ☐ Executing this assignment statement will cause an error.
- ☒ After this assignment, invoking `lacey.bark()` will cause an error.
- ☐ This assignment statement will have no effect at all.
- ☐ None of the above criticisms are valid.

- (c) Mark **all** lines that should be removed so that the expression `N().r()` evaluates to 1.

```
☐ class M:
☒     p = 2 # optional
☐     q = True
☐     def r(self):
☐         if self.q:
☐             return self.p
☒         return self.r() - 1 # optional

☐ class N(M):
☐     p = 1
☒     q = False
☒     def r(self):
☒         return self.p + 1
```