**Assignment 19-**

**1. Make a class called Thing with no contents and print it. Then, create an object called example**

**from this class and also print it. Are the printed values the same or different?**

**Ans 1-**

class Thing:

print("Hi")

example=Thing()

print value will be same

**2. Create a new class called Thing2 and add the value abc to the letters class attribute. Letters**

**should be printed.**

**Ans 2-**

class Thing2:

letter='abc'

print(letter)

**3. Make yet another class called, of course, Thing3. This time, assign the value xyz to an instance**

**(object) attribute called letters. Print letters. Do you need to make an object from the class to do**

**this?**

**Ans 3- No, without**

**4. Create an Element class with the instance attributes name, symbol, and number. Create a class**

**object with the values Hydrogen, H, and 1.**

**5. Make a dictionary with these keys and values: name: Hydrogen, symbol: H, number: 1. Then,**

**create an object called hydrogen from class Element using this dictionary.**

**6. For the Element class, define a method called dump() that prints the values of the object’s**

**attributes (name, symbol, and number). Create the hydrogen object from this new definition and**

**use dump() to print its attributes.**

**7. Call print(hydrogen). In the definition of Element, change the name of method dump to \_\_str\_\_,**

**create a new hydrogen object, and call print(hydrogen) again.**

**8. Modify Element to make the attributes name, symbol, and number private. Define a getter**

**property for each to return its value.**

**9. Define three classes: Bear, Rabbit, and Octothorpe. For each, define only one method: eats(). This**

**should return berries (Bear), clover (Rabbit), or campers (Octothorpe). Create one object from**

**each and print what it eats.**

**10. Define these classes: Laser, Claw, and SmartPhone. Each has only one method: does(). This**

**returns disintegrate (Laser), crush (Claw), or ring (SmartPhone). Then, define the class Robot that**

**has one instance (object) of each of these. Define a does() method for the Robot that prints what its**

**component objects do.**