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? ¶

In [1]:

```
class Thing:
    pass
print(Thing)
```

```
<class '__main__.Thing'>
```

In [3]:

```
example=Thing()
print(example)
```

```
<__main__.Thing object at 0x000001F6D47F3040>
```

The printed values are different

2. Create a new class called Thing2 and add the value 'abc' to the letters class attribute. Lettersshould be printed.

In [4]:

```
class Thing2:
    letters="abc"


a=Thing2()
print(a.letters)
```

```
abc
```

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?

In [5]:

```
class Thing3:
    def __init__(self):
        self.letters="xyz"
a=Thing3()
print(a.letters)
```

xyz

Yes we need an object to do this

4. Create an Element class with the instance attributes name, symbol, and number. Create a class object with the values 'Hydrogen,' 'H,' and 1.

In [7]:

```
class Element:
    def __init__(self,name,symbol,number):
        self.name=name
        self.symbol=symbol
        self.number=number

obj=Element('Hydrogen','H',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.

In [11]:

```
di={'name': 'Hydrogen', 'symbol': 'H', 'number': 1}
hydrogen=Element(*di.values())
print(hydrogen.name)
```

Hydrogen

6. For the Element class, define a method called dump() that prints the values of the object’sattributes (name, symbol, and number). Create the hydrogen object from this new definition and use dump() to print its attributes.

In [12]:

```
class Element:
    def __init__(self,name,symbol,number):
        self.name=name
        self.symbol=symbol
        self.number=number
    def dump(self):
        print(self.name)
        print(self.symbol)
        print(self.number)


hydrogen=Element('Hydrogen','H',1)
hydrogen.dump()
```

```
Hydrogen
H
1
```

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.

In [13]:

```
print(hydrogen)
```

```
<__main__.Element object at 0x000001F6D59BF910>
```

In [25]:

```
class Element:
    def __init__(self,name,symbol,number):
        self.name=name
        self.symbol=symbol
        self.number=number
    def __str__(self):
        return ("name=%s,symbol=%symbol,number=%d" %(self.name,self.symbol,self.numb

hydrogen=Element('Hydrogen','H',1)
```

In [26]:

```
print(hydrogen)
```

```
name=Hydrogen,symbol=Hymbol,number=1
```

8. Modify Element to make the attributes name, symbol, and number private. Define a getter property for each to return its value.

In [29]:

```
class Element:
    def __init__(self,name,symbol,number):
        self.__name=name
        self.__symbol=symbol
        self.__number=number

    def getter(self):
        return(self.__name,self.__symbol,self.__number)

hydrogen=Element('Hydrogen','H',1)
```

In [30]:

```
hydrogen.getter()
```

Out[30]:

```
('Hydrogen', 'H', 1)
```

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 fromeach and print what it eats.

In [33]:

```
class Bear:
    def eats(self):
        return "berries"

class Rabbit:
    def eats(self):
        return "clover"
class Octothorpe:
    def eats(self):
        return "campers"

b=Bear()
r=Rabbit()
o=Octothorpe()

print(b.eats())
print(r.eats())
print(o.eats())
```

```
berries
clover
campers
```

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

Thisreturns 'disintegrate' (Laser), 'crush' (Claw), or 'ring' (SmartPhone). Then, define the class Robot thathas one instance (object) of each of these. Define a does() method for the Robot that prints what itscomponent objects do.

In [34]:

```
class Laser:
    def does(self):
        return 'disintegrate'
class Claw:
    def does(self):
        return 'crush'
class SmartPhone:
    def does(self):
        return "ring"

class Robat:
    def __init__(self,a,b,c):
        self.a=a
        self.b=b
        self.c=c
    def does(self):
        print(self.a.does())
        print(self.b.does())
        print(self.c.does())


obj=Robat(Laser(),Claw(),SmartPhone())
obj.does()
```

```
disintegrate
crush
ring
```

In [ ]:

```

```