

# Starter - Records

These tasks are designed to refresh the reading and research you have undertaken at home prior to this lesson. If you have not completed the R&R assignment then please speak to your teacher before attempting these exercises.

## Task 1 - Code Review

What will happen when the program below is run and a user enters the following information at the prompts:

- USA
- Washington

```
#define record
class Country:
    def __init__(self):
        self.name = 'UK'
        self.capital = 'London'
#main program
country = Country()
country_name = input('Enter the name of the next country: ')
country_capital = input('Enter the name of the capital city: ')
print('The capital of {0} is {1}.'.format(country.name, country.capital))
```

**"The capital of uk is london" will print**

## Task 2

What change or changes would correct the problems with the following definition of Student:

```
class Student:
    def __init__(self):
        name = '-'
        tutor = ''

class Student:
    def __init__(self):
        self.name = None
        self.tutor= None
```

## Task 3

How many GamePlayers are there after running the following program? How could this be improved?

```
#define record
class GamePlayer:
    def __init__(self):
        self.name = ''
        self.ability = ''
```

```
#main program
for index in range(3):
    character = GamePlayer()
    character_name = input("Enter the name of your character: ")
    character.name = character_name
    character_ability = input("What is your character's special ability? ")
    character.ability = character_ability
    print("Character {0} has been created".format(character.name))
```

**One player was made as the variables keep being over written**

```
def players:
    class GamePlayer:
        def __init__(self):
            self.name= None
            self.ability = None

#Main program
new_record=players
records = []
for count in range(3):
    records.append(players())
for player in players:
    player.name =input("Enter the name of your character:")
    player.ability = input("What is your character's special ability?")
    print("character{0} has been created" . format ( player.name))
```

## Task 4

What will happen when the following program is run? What change or changes would improve it?

```
class GBAthlete:
    def __init__(self):
        self.name = '-'
        self.event = '-'
        self.medal = None

#main program
#create relay team
relay_team = []
#add athletes to relay team
for index in range(4):
    athlete = GBAthlete()
    athlete.name = input('Name of athlete: ')
    athlete.event = '4 x 100m (men)'
    relay_team.append(athlete)
#print relay team members and event
for index in range(1,len(relay_team)):
    print('{0} is in the {1}'.format(relay_team[index].name, relay_team[index].event))
```

**Only 3 athletes will be printed.change the range value to 0 inplace of 1**