

Exercise 1: Create a function for the exercise in our previous file. The weight on moon, is 1/6th the weight on Earth. All this function will do is take, your current weight, and how much you will gain every year. Add the two, and print out your weight on moon every year for the next 10 years. Do this in a try and except case.

Exercise 2: Take two numbers from the user. Store them as num1 and num2. Call the abs() function on both, and store them in an array. Then, call the sum() function and print the result. ("Hint: Convert into int")

Exercise 3: Create your own class called ball. Add a function to move the ball, that should print the line "I am moving". Add another function which should make the ball jump, and should print the line "I am jumping". Call the move function in the jump function. Create an instance and display both functions' results.

Exercise 4: Create your own class called ball. Add an initializing function that takes the parameters "name". Initialize the variable, self.name = name. Then create a function hello, that prints out "hello self.name". Create an object and run the function. ("Hint: The Initialize function looks like this: def __init__(parameters):")

Answer 1:

```
def moonWeight(weight, weightincrease):
    try:
        for i in range(0,10):
            weightMoon = weight/6
            print(weightMoon)
            weight = weight + weightincrease
    except:
        print("An error occurred")

moonWeight(52.0, 0.25)
```

Answer 2:

```
num1 = input("Enter first number: ")
num2 = input("Enter second number: ")
num1 = abs(int(num1))
num2 = abs(int(num2)) #Could've done this on the input line: abs(int(input..
numArray = [num1, num2]
print(sum(numArray))
```

Answer 3:

```
class ball:
    def move(self):
        print("I am moving")
    def jump(self):
        self.move()
        print("I am jumping")
```

```
inst = ball()
inst.move()
inst.jump()
```

Answer 4:

```
class ball:
    def __init__(self,name):
        self.name = name
    def hello(self):
        print("hello %s" %self.name)
```

```
bal = ball("Bob")
bal.hello()
```

