

Q1. Where are we instantiating instances of the Property class?

"In console.rb"

```
property1 = Property.new({
  'address' => '89 Bouverie Road, WESTON UNDER WETHERLEY, CV33 3XG',
  'value' => 120000,
  'bedrooms' => 3,
  'build' => 'detached'
})
```

```
property2 = Property.new({
  'address' => '15 Hart Road, NORTHFLEET, DA10 1ZX',
  'value' => 90000,
  'bedrooms' => 1,
  'build' => 'flat'
})
```

Q2. Where are we defining the SQL that enables us to save the ruby Property object into the database?

"In property.rb, in the instance method 'save'"

```
sql = "INSERT INTO properties
(
  address,
  value,
  bedrooms,
  build
)
VALUES
(
  $1,$2,$3,$4
)"
```

Q3. In console.rb, which lines modify the database?

```
Property.delete_all()
...
```

Q4. Why do we not define the id of a Property object at the point we instantiate it ('new it up')?

Because it's not our responsibility?

Q5. Where and how do we assign the id (that is generated by the database) to the ruby Property object?

First in properties.sql. Then, in property.rb, in the initializer.

Q6. Why do we put a guard (an if clause) on the @id attribute in the constructor?

mmmm.. because not everything has an id in the options?

Q7. Why are some of the CRUD actions represented by instance methods, and others by class methods?

The methods that return all instances are class methods as they don't need an instance to be present.

Q8. What type of data structure is returned by calls to db.exec_prepared()? In the save method, how do we access the id from the returned data structure?

A hash.

By using square brackets?

Q9. Why do we use prepared statements when performing database operations?

To protect our code against SQL injection attacks

They allow us to use apostrophes in our text values

They are faster for mass updates/ saves