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## Classes and Objects

No.	Title	Description	Completed	Play
1	[MCQ] Create Object	The code below shows the definition of a Laptop Class.	•	(/quiz/view_question/s10-q1)
		<pre>class Laptop:     definit(self, capacity):         self.capacity = capacity         self.color = 'green'</pre>		
2	[MCQ] Create Object	The code below shows the definition of a Laptop Class.	✓ ► (/quiz/view_question/s10 q2)	
		<pre>class Laptop:     definit(self, capaci     ty):</pre>		
		self.capacity = capac ity		
		self.color = 'green' def change_color(self, ne		
		<pre>w_color):     self.color = new_colo</pre>		
		r		

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No.	Title	Description	Completed	Play
3	Create Object	To create an object, it is important to look at the 'constructor' method:init() to find out the arguments that are required. The example below shows you how to create a Laptop object. Create a Person object based on the class definition given in the textbox below.	•	(/quiz/view_question/s10-q3)
4	Instance methods.	An instance method is a function which operates on an instance of a class.	✓	(/quiz/view_question/s10-q4)
5	A simple 'Point' class.	Construct a class named 'Point', which takes in the x and y coordinates as parameters. It should include the documentation string and the methods 'init' and 'str'.	✓	(/quiz/view_question/s10-q5)
6	Class and object variables.	Class variables are accessible by all objects (instances) of a class, while object variables are only applicable to the object (instance) itself.	✓	(/quiz/view_question/s10-q6)
7	Operator Overloading	It is possible to change the behaviour of built-in opertators with special methtods. For example, the '+' operator can be implemented with theadd method. Define a Point class that supports operator overloading for the '+' and '-' operators.	•	(/quiz/view_question/s10-q7)
8	Inheritance	Inheritance allows the reuse of code, by implementing a parent-child relationship between classes. Create 2 derived classes Student and WorkingAdult from the base class Person.	•	(/quiz/view_question/s10-q8)

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