Topic: Wedding

Class: Guests

Attributes: \_name \_brought\_gift \_can\_dance

Methods: dance() eat() leave()

class Guests(object):

def \_\_init\_\_(self):

self.name = ""

self.brought\_gift = “”

self. can\_dance = ""

def dance(self):

pass

def eat(self):

pass

def leave(self):

pass

Class: Food

Attributes: \_healthy \_quantity \_tastiness

Methods: stay\_warm() replenish() decompose()

class Food(object):

def \_\_init\_\_(self):

self.healthy = ""

self.quantity = “”

self.tastiness = ""

def stay\_warm(self):

pass

def replenish(self):

pass

def decompose(self):

pass

Class: Staff

Attributes: \_position \_skill\_level \_quit\_time

Methods: do\_job() suck\_at\_job() smoke\_break()

class Staff(object):

def \_\_init\_\_(self):

self.position = ""

self.skill\_level = “”

self.quit\_time = ""

def do\_job(self):

pass

def suck\_at\_job(self):

pass

def smoke\_break(self):

pass

Class: Venue

Attributes: \_bathroom \_power \_weather\_proofness

Methods: lock\_doors() cycle\_power() catch\_on\_fire()

class Venue(object):

def \_\_init\_\_(self):

self.bathroom = ""

self.power = “”

self.weather\_proofness = ""

def lock\_doors(self):

pass

def cycle\_power(self):

pass

def catch\_on\_fire(self):

pass

Topic: Gaming

Class: Pc

Attributes: \_graphics\_card \_installed\_ram \_accessories

Methods: kill\_baddies() boot\_cycle() overheat()

class Pc(object):

def \_\_init\_\_(self):

self.graphics\_card = ""

self.installed\_ram = “”

self.accessories = ""

def kill\_baddies(self):

pass

def boot\_cycle(self):

pass

def overheat(self):

pass

Class: Console

Attributes: \_number\_of\_controllers \_brand \_output\_type

Methods: red\_ring() frustrate\_player() engage\_autoaim()

class Console(object):

def \_\_init\_\_(self):

self.number\_of\_controllers = ""

self.brand = “”

self.output\_type = ""

def red\_ring(self):

pass

def frustrate\_player(self):

pass

def engage\_autoaim(self):

pass

Class: Mobile

Attributes: \_screen\_size \_ios\_version \_battery\_level

Methods: generate\_popup() swipe\_listener() demand\_inapp\_purchase()

class Mobile(object):

def \_\_init\_\_(self):

self.screen\_size = ""

self.ios\_version = “”

self.battery\_level = ""

def generate\_popup(self):

pass

def swipe\_listener(self):

pass

def demand\_inapp\_purchase(self):

pass

Class: Board

Attributes: \_dust\_on\_box \_player\_count \_directions\_location

Methods: missing\_piece() destroy\_friendships() break\_rules()

class Board(object):

def \_\_init\_\_(self):

self.dust\_on\_box = ""

self.player\_count = “”

self.directions\_location = ""

def missing\_piece(self):

pass

def destroy\_friendships(self):

pass

def break\_rules(self):

pass

Topic: Phones

Class: Rotary

Attributes: \_spinner\_resistance \_material \_owner\_age

Methods: click() spin() engage\_static()

class Rotary(object):

def \_\_init\_\_(self):

self.spinner\_resistance = ""

self.material = “”

self.owner\_age = ""

def click(self):

pass

def spin(self):

pass

def engage\_static(self):

pass

Class: Satellite

Attributes: \_antenna\_length \_payment\_plan \_radiation\_level

Methods: break\_bank() detonate\_ied() look\_cool()

class Satellite(object):

def \_\_init\_\_(self):

self.antenna\_length = ""

self.payment\_plan = “”

self.radiation\_level = ""

def break\_bank(self):

pass

def detonate\_ied(self):

pass

def look\_cool(self):

pass

Class: Mobile

Attributes: \_carrier \_signal\_level \_screen\_brightness

Methods: receive\_call() place\_call() angry\_birds()

class Mobile(object):

def \_\_init\_\_(self):

self.carrier = ""

self.signal\_level = “”

self.screen\_brightness = ""

def receive\_call(self):

pass

def place\_call(self):

pass

def angry\_birds(self):

pass

Class: Landline

Attributes: \_handset\_range \_cord\_length \_teen\_at\_home

Methods: telemarketer\_magnet() wrong\_number\_call() busy\_signal()

class Landline(object):

def \_\_init\_\_(self):

self.handset\_range = ""

self.cord\_length = “”

self.teen\_at\_home = ""

def telemarketer\_magnet(self):

pass

def wrong\_number\_call(self):

pass

def busy\_signal(self):

pass

Topic: Shopping

Class: Food

Attributes: \_vegitables \_meat \_candy

Methods: isle\_by\_isle() find\_checkout\_line() judge\_customers

class Food(object):

def \_\_init\_\_(self):

self.vegitables = ""

self.meat = “”

self.candy = ""

def isle\_by\_isle(self):

pass

def find\_checkout\_line(self):

pass

def judge\_customers(self):

pass

Class: Cars

Attributes: \_affordability \_zero\_to\_sixty \_color

Methods: dodge\_salesman() test\_drive() lie\_about\_income()

class Staff(object):

def \_\_init\_\_(self):

self.affordability = ""

self.zero\_to\_sixty = “”

self.color = ""

def dodge\_salesman(self):

pass

def test\_drive(self):

pass

def lie\_about\_income(self):

pass

Class: Clothes

Attributes: \_sexiness \_material \_semi\_annual\_sale

Methods: in\_store\_credit() steal() dressing\_room()

class Clothes(object):

def \_\_init\_\_(self):

self.sexiness = ""

self.material = “”

self.semi\_annial\_sale = ""

def in\_store\_credit(self):

pass

def steal(self):

pass

def dressing\_room(self):

pass

Class: Guns

Attributes: \_rate\_of\_fire \_caliber \_weight

Methods: murica() second\_amendment\_speech() consealed\_carry()

class Guns(object):

def \_\_init\_\_(self):

self.rate\_of\_fire = ""

self.caliber = “”

self.weight = ""

def murica(self):

pass

def second\_amendment\_speech(self):

pass

def consealed\_carry(self):

pass