## **Activity 1:**

Output:

Charlie

Snoopy

Throw some error do to adding int+string

We can fix in \_\_init\_\_ to make name a string

## **Activity 4:**

In all the classes that are people, their age and gender and name could all be consistently uses. Similar with actions. There are differences but also a lot of similarities between them

## **Activity 2:**

Output:

Charlie barked 0 times Snoopy barked 0 times

3 barked 0 times

We can fix in \_\_init\_\_ to make name a string

## **Activity 3:**

Output:

Will raise exception: name needs to be a string