#Q1

1. List1 = ['red', 'black', ‘yellow,[ 'purple', 'gold']]
2. List 2= ['purple', 'gold']
3. Befor print we can edit the append => List1.append(List2[1])

#B

1. Line 3
2. The name2 have from 0 => 4 so name2[5] out of range
3. We can use for loop to go from 0 to 4 in name2 and chick the char , and we can replace name2[5] with name2[4] and that will work

#Q2

(A)

1. a blueprint
2. Dog(“Rufus”,3)
3. getattr()
4. a method
5. \*walking\*
6. Arff!
7. Woof!
8. def get\_wheels(self):  
   return self.wheels
9. mycar.paint("red")

(b)  
29, 1, 5, 2, 21, 4, no override, 5, 2