PureCoder 02

Exercise Sheet
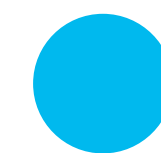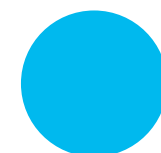
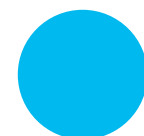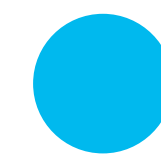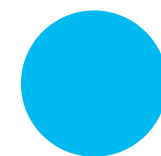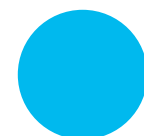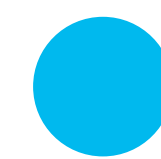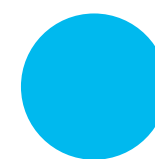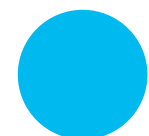## Exercise 1.1:

Write the code needed to define a class called Square with a constructor that prints the message "I am a square"

Exercise 1.2:

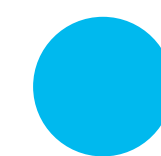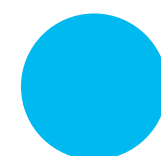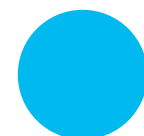**What is the code needed to instantiate an object of the Square class from earlier?**

Exercise 2.1:

What is an object?

An instance of a class

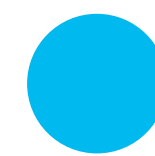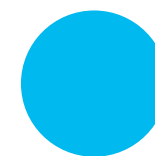**A list with multiple values in it**

A function that copies data
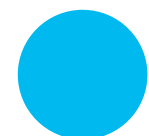
Exercise 2.2:

Is Shape the parent class or the child class in this class definition?
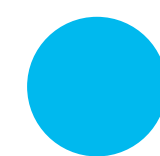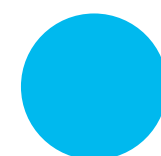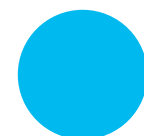
```
class Rectangle(Shape):
```

Parent

Child

Exercise 2.3:

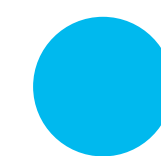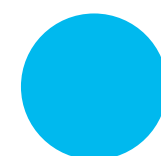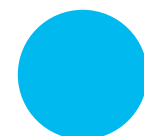# The constructor is the best place to create instance variables.

True

False

Exercise 2.4:

What does the self parameter in instance functions represent?

The class itself

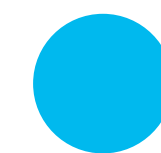**The current object**

A random piece of data

Exercise 2.5:
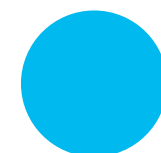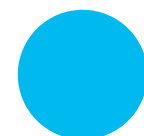
What is inheritance?

Reusing a parent's class definition in a child class

Making classes more secure

Changing how a parent's instance function works in a child class

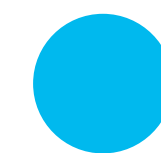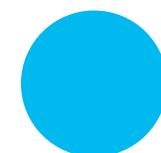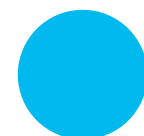**Taking away the implementation of an instance function**

Exercise 2.6:

What is overriding?

Reusing a parent's class definition in a child class

Making classes more secure

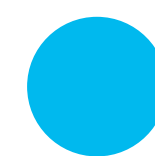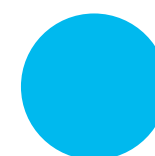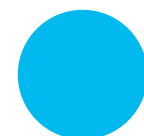**Changing how a parent's instance function works in a child class**

Taking away the implementation of an instance function

Exercise 3.1:

What is the constructor?

List any facts about it that you know and the reasons why we use them.

Exercise 3.2:

What are the advantages of creating classes and objects compared to not making them for a program?