**Classes01**

Study the definition of the Movie class shown below and then answer the questions that follow it.

**class Movie {**

**var movieName = "The pursuit of happiness"**

**var movieTime = 117 //In minutes**

**private var movieRating = 8.5 //Out of 10**

**func setmovieRating(rating:Double){**

**movieRating = rating**

**}**

**func getmovieRating()->Double{**

**return movieRating**

**}**

**}**

1. What are the attributes of the class Movie?
2. What does the setmovieRating() method does?
3. Write the output of the following piece of code
4. **let someMovie = Movie()**

**print("Movie name is:",someMovie.movieName)**

**var movieRating = someMovie.getmovieRating()**

**print("Movie has a rating of",movieRating)**

1. **someMovie.setmovieRating(rating: 8.0)**

**print("Movie, \(someMovie.movieName) has a rating of \(someMovie.getmovieRating())")**

1. **var otherMovie = someMovie**

**otherMovie.movieName = "Forest Grump"**

**otherMovie.movieTime = 144**

**print("Movie, \(otherMovie.movieName) is of \(otherMovie.movieTime) minutes long")**

**print("Movie name: \(someMovie.movieName), Movie length: \(someMovie.movieTime)")**

1. What will be the result of the following initializations?

**someMovie = Movie()**

**otherMovie = Movie()**

1. **if otherMovie === someMovie {**

**print("Both variable and constant refers to the same class Movie")**

**}else{**

**print("Both of them does not refer to the same class")**

**}**

1. **if otherMovie !== someMovie{**

**print("Both of them does not refer to the same class")**

**}else{**

**print("Both of them refers to the same class Movie")**

**}**