For me, the most difficult part of this week’s assignment was just the scope of the program. Keeping track of all the classes, objects, methods, and how they interacted with each other felt like a lot. It was difficult to test as well since there were so many scenarios and interactions between methods and attributes.

I definitely have a better understanding of what a child class inherits from its parent class, and how the two pass data between each other. For example, creating a child class from a parent will pass some values and attributes to the child, however, the child doesn’t necessary pass information back to the parent. I believe I understand how the two are separate, but using this lab for context, how would you pass values back to the parent, or even just to another object? Specifically, the BorrowedBook class was a child of the Book class, and when I returned the BorrowedBook I was still working with the child class. However, once I returned the BorrowedBook and removed it from the LibraryCard slot, I wanted to update the Book object itself to flip its availability back to True, but I wasn’t sure how to do that.