

1-

```
class Thing :
```

```
pass
```

```
example =Thing()
```

The printed values are different.

2 - class Thing2:

```
Print('abc')
```

3-

```
class Thing3 :
```

```
pass
```

```
letters = Thing3()
```

letters='xyz' . We don't need to make an object from the class to do this

4- class Element:

```
def __init__(self,name,symbol,number):
```

```
    self.name = name
```

```
    self.symbol = symbol
```

```
    self.number = number
```

```
element = Element('Hydrogen', 'H',1)
```

5-

```
dictionary = {'name':'Hydrogen','symbol': 'H' , 'number': 1}
```

```
hydrogen =
```

```
Element(dictionary['name'],dictionary['symbol'],dictionary['number'])
```

6-

```
class Element:
```

```
    def __init__(self,name,symbol,number):
```

```
        self.name = name
```

```
        self.symbol = symbol
```

```
        self.number = number
```

```
    def dump(self):
```

```
        return self.name ,self.symbol,self.number
```

```
hydrogen.dump()
```

```
7- class Element:

    def __init__(self,name,symbol,number):
        self.name = name
        self.symbol = symbol
        self.number = number

    def __str__(self):
        return self.name ,self.symbol,self.number
```

```
8- class Element:

    def __init__(self,name,symbol,number):
        self.__name = name
        self.__symbol = symbol
        self.__number = number
```

```
9- class Bear:

    def __str__(self):
        return f"berries"
```

```
class Rabbit:

    def __str__(self):
        return f"clovers"
```

```
class BearOctothorpe:

    def __str__(self):
        return f"campers"
```

```
10- class Laser:

    def __str__(self):
        return f"berries"
```

```
class Rabbit:

    def __str__(self):
        return f"clovers"
```

```
class BearOctothorpe:
```

```
def __str__(self):  
    return f"campers"
```