# Answer's / Explanation's

1. class Thing:
   pass
   new = Thing()
   print(Thing)
   print(new)
   No, the printed values are not same.
2. class Thing2:
   letters = 'abc'
   print(Thing2.letters)
3. class Thing3:
   def __init__(self):
   self.letters = 'abc'
   print(Thing3.letters)
   No, we don't need any object for doing this.
4. class Elements:
   def __init__(self, name, symbol, number):
   self.name = name
   self.symbol = symbol
   self.number =number

   my_obj = Elements('Hydrogen', 'H', 1)
5. my_dict = {'name':'Hydrogen', 'symbol':'H', 'num':1}
   hydrogen = Elements(**my_dict)
6. class Elements:
   def __init__(self, name, symbol, number):
   self.name = name
   self.symbol = symbol
   self.number =number
   def dump(self):
   print(self.name)
   print(self.symbol)
   print(self.num)
   hydrogen = Elements('Hydrogen', 'H', 1)
   hydrogen.dump()

7. 
```
class Elements:
    def __init__(self, name, symbol, number):
        self.name = name
        self.symbol = symbol
        self.number =number
    def __str__(self):
        print(self.name)
        print(self.symbol)
        print(self.num)
hydrogen = Elements('Hydrogen', 'H', 1)
print(hydrogen)
```
8. 
```
class Elements:
    def __init__(self, name, symbol, number):
        self.__name = name
        self.__symbol = symbol
        self.__number =number
    def get_name(self):
        return self.__name
    def get_symbol(self):
        return self.__symbol
    def get_number(self):
        return self.__number
```
9. 
```
class Bear:
    def eats(self):
        return 'berries'
class Rabbit:
    def eats(self):
        return 'clover'
class Octothorpe:
    def eats(self):
        return 'campers'
obj_b = Bear()
obj_r = Rabbit()
obj_o = Octothorpe()
print(obj_b.eats())
print(obj_r.eats())
print(onj_o.eats())
```

10.
```
class Laser:
    def does(self):
        return ‘disintegrate’
class Claw:
    def does(self):
        return ‘crush’
class SmartPhone:
    def does(self):
        return ‘ring’
class Robot:
    def __init__(self, l, c, s):
        self.laser = l
        self.claw = c
        self.smartphone = s
    def does(self):
        print(‘Laser: - ’, self.laser.does())
        print(‘Claw: - ’, self.claw.does())
        print(‘SmartPhone: - ’, self.smartphone.does())

a = Laser()
b = Claw()
c = SmartPhone()
x = Robot(a, b, c)
x.does()
```