Answer one of the following questions for full credit for this assignment. Your solution should be between 50 and 100 words. Place your questions in the “Answer” section below. Be certain to number your answers with the same number that is associated with the question.

1. Why must every instance method have at least one parameter?
2. When does a constructor method get invoked and what is is it generally used for?
3. What is a class attribute? Provide an example of how one might be used.
4. How is a class like a blueprint?
5. To help enforce encapsulation, how should client code interact with objects?

ANSWERS:

1. Every instance method must have at least one parameter because when working with an instance, a variable will automatically be passed to the first parameter of a method, which points to the instance of the object. This variable is typically called self, and it allows the program to use the correct instance of a class for methods and attributes.