**2 & 4 hours**

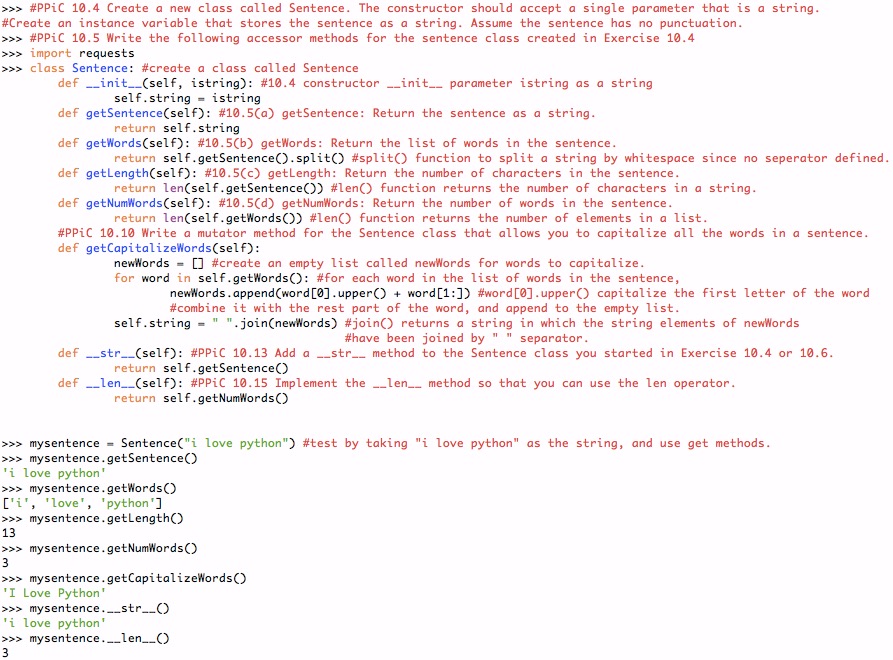
The basic idea of this assignment is to design and implement a Sentence class.

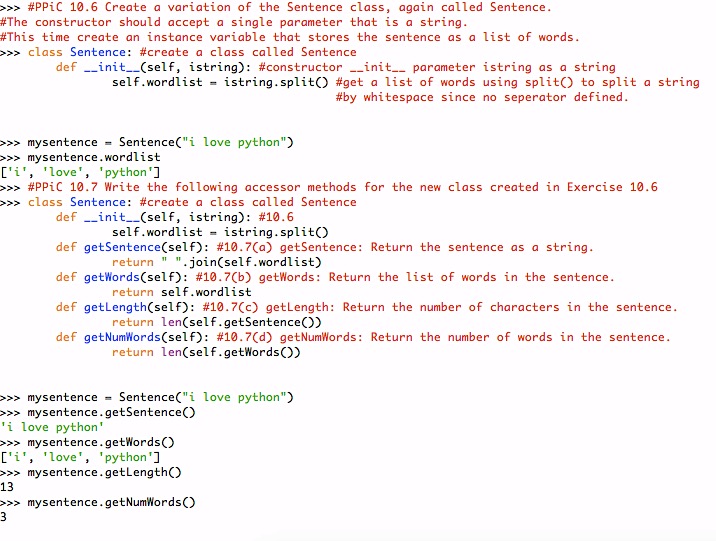
The first method that all classes provide is the constructor \_\_init\_\_.

The constructor will then create instance variable to hold the values. Each instance variables holds a reference to an object.

The extra parameter self, is a special parameter that will always refer to the object that is being constructed, it must always be the first parameter in the list.

Then we write the accessor methods to access the instance variables of the object. Also called the “getter” methods. Typically, each instance variable might have an associated accessor method.



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