**Classes, Objects, Attributes, and Behaviors…Oh My!**

Review the five categories of objects listed earlier in the module (e.g. Inside Objects, Animal Objects, etc.).

1. Pick one of the listed categories and name three more objects that it might include.

Category: Inside objects

Object 1: Computers Object 2: Printers Object 3: Tvs

1. Think of an unlisted category and identify five objects that it might include.

New Category: Computers

Object 1: Motherboard Object 2: RAM Object 3: Hard drive

Object 4: Processor Object 5: Video Card

1. Pick any object and make a list of five “sub-objects” the category might contain. For example, a dancer object is itself a category and could include a folk dancer, a Salsa dancer, a ballroom dancer, break dancer, and an ice dancer, etc.

Object: Salsa

Sub-Object 1: Tomatoes Sub-Object 2: Peppers

Sub-Object 3: Onions Sub-Object 4: Spices

Sub-Object 5: Corn

1. Pick any object and list 4 of its physical characteristics (i.e. attributes) and 2 things it can do (i.e. behaviors). In terms of “behaviors”, think in terms of actions (verbs). For example, dancers can spin, dogs can bark, boats can sink. Don’t be too literal with the term behavior, have some fun with it.

Object: Computer

Attribute 1: Rigid Attribute 2: Fast

Attribute 3: Sleek Attribute 4: Bright

Behavior 1: Processing Behavior 2: Following instructions

5. In your own words, given what you know now, how do you define an object?

I think defining an object should be focused on its advantages and good parts more then its worst parts.