Your grade: 100%

Your latest: **100%** • Your highest: **100%** • To pass you need at least 60%. We keep your highest score.

Next item →

1. Which of the following statements will create an object 'C1' for the class that uses radius as 4 and color as 'yellow'? 1 / 1 point

```
class Circle(object):
    # Constructor
    def __init__(self, radius=3, color='blue'):
        self.radius = radius
        self.color = color


    # Method
    def add_radius(self, r):
        self.radius = self.radius + r
        return self.radius
```

- C1 = Circle('yellow',4)
- C1.radius = Circle.radius(4)

  C1.color = Circle.color('yellow')
- C1 = Circle()
- **C1 = Circle(4, 'yellow')**

Correct
Correct! C1 = Circle(4, 'yellow') correctly creates an instance of the Circle class with C1 having a radius of 4 and its color set to 'yellow.'

2. Consider the execution of the following lines of code. 1 / 1 point

CircleObject = Circle()

CircleObject.radius = 10

What are the values of the radius and color attributes for the CircleObject after their execution?

```
class Circle(object):
    # Constructor
    def __init__(self, radius=3, color='blue'):
        self.radius = radius
        self.color = color

    # Method
    def add_radius(self, r):
        self.radius = self.radius + r
        return self.radius

```

- 3, 'blue'
- **10, 'blue'**
- 10, 'red'
- 3, 'red'

Correct
Correct! The radius attribute is updated to 10 while the color attribute is kept as default 'blue.'

3. What is the color attribute of the object V1? 1 / 1 point

```
class Vehicle:
    color = "white"


    def __init__(self, max_speed, mileage):
        self.max_speed = max_speed
        self.mileage = mileage
        self.seating_capacity = None

    def assign_seating_capacity(self, seating_capacity):
        self.seating_capacity = seating_capacity


V1 = Vehicle(150, 25)
```

- 25
- Error in creation of object
- **'white'**
- 150

Correct
Correct! The default setting for the 'color' attribute is 'white,' eliminating the need to pass it while creating the object.

4. Which of the following options would create an appropriate object that points to a red, 5-seater vehicle with a maximum speed of 200kmph and a mileage of 20kmpl? 1 / 1 point

```
class Vehicle:
    color = "white"


    def __init__(self, max_speed, mileage):
        self.max_speed = max_speed
        self.mileage = mileage
        self.seating_capacity = None


    def assign_seating_capacity(self, seating_capacity):
        self.seating_capacity = seating_capacity


V1 = Vehicle(150, 25)

```

- Car = Vehicle(200, 20)
- **Car = Vehicle(200,20)**

  Car.color = 'red'

  Car.assign_seating_capacity(5)
- Car = Vehicle(200,20)

  Car.color = 'red'
- Car = Vehicle(200,20)

  Car.assign_seating_capacity(5)

Correct
Correct! All attributes are correctly assigned here.

5. What is the value printed upon execution of the code shown below? 1 / 1 point

```
class Graph():
    def __init__(self, id):
        self.id = id
        self.id = 80


val = Graph(200)
print(val.id)

```

- **80**
- 200
- Invalid Syntax
- 0

Correct
Correct! The value of the attribute is overwritten to 80 every time the object is created, irrespective of the value of the attribute passed.