1. Counter.count: This often refers to an object named “Counter” that is a part of the whole class. It could be a common method or variable for all instances of the class.   
     
   self.\_count: This denotes a property or value unique to a single class instance. Every instance has a unique ‘\_count’ that may differ from other instances ‘\_count’.  
     
   So, self.\_count is a personal resource for an individual object produced from that class, whereas “Counter.count” is similar to a common resource for the class.
2. A screen shot of a computer program

   Description automatically generated

3.

The increment method in the Counter class affects both the class variable Counter.count and the instance variable self.\_count

a.increment():

Increases a.\_count from 0 to 1.

Increases Counter.count from 0 to 1.

a.increment():

Increases a.\_count from 1 to 2.

Increases Counter.count from 1 to 2.

b.increment():

Increases b.\_count from 0 to 1.

Increases Counter.count from 2 to 3

2.

A screenshot of a computer program

Description automatically generated

3.A screen shot of a computer

Description automatically generated

4.  
A screenshot of a computer program

Description automatically generatedA screenshot of a computer screen

Description automatically generated

Github: https://github.com/amanmushnam/BDA.git