

1. Explain the difference between a **class** and an **object**.

A class is the definition of an object. A class specifies member functions and member variables that belong to an object. An object is an instance of a class. A class can have many instances.

2. What is the primary difference between a **member variable** and a **regular variable**?

Objects have state which is stored in member variables. Member variables belong to an object. A member variable is similar to a field in a C structure. Member variables can also store complex objects. Object state can be changed by modifying member variables directly or by invoking a function.

3. What is the primary difference between a **member function** and a **regular function**? Why do member functions require the **self** argument?

Objects have functions which are reflected by member functions. A member function belongs to an object. When a member function is called, it has the access to the internal state of an object. When we define a class we are specifying the member variables and member functions for every possible instance of an object. To differentiate between all of the potential objects that exist a reference called self to a specific object is provided. State for a particular object can then be modified or accessed through the self reference.

4. What relationship is expressed by inheritance? How is this different from composition?

Objects can inherit properties and functions from other objects. Inheritance expresses the IS-A relationship. A derived object is an object that inherits from one or more base objects. Inheritance expresses a hierarchy of IS-A relationships. Objects can also be composed of other objects. But the difference is that a composition holds a HAS-A relationship instead of IS-A relationship for inheritance.

5. What is the purpose of the constructor?

A constructor is a special member function that is called to instantiate a class. The constructor is responsible for initializing the state (member variables ) of an object.

6. What is the special function name used when defining a constructor in Python? How many times is an object's constructor called during its lifetime?

`__init__` is reserved for defining the constructor. The constructor is only called once during the lifetime of an object.

