**Your name**: Erica Manning

1. What is the difference between a procedural and object-oriented programming language?

Procedural programs are written as one long procedure while object-oriented programs are divided into self-contained objects.

1. What are two advantages to using an object-oriented language?  
   1. The different objects represent the way you think
   2. Makes it easier to see
2. What is a class?

A blueprint or definition that describes what something is. It defines attributes and behaviors also known as properties and methods in programming.

1. What is an object?

Objects are things created from classes.

1. What is a possible class for a program that stores Human Resources information? Use the dog class diagram in your week 1 folder for help. Include at least 4 properties and one method.

|  |  |
| --- | --- |
| ClassName: | Employees |
| Properties: (1) | Area of Work |
| (2) | Location |
| (3) | Income |
| (4) | Years of Experience |
| Method: | Train People |

1. Create two objects using your class in the Human Resources example above.

|  |  |  |
| --- | --- | --- |
|  | Object #1 | Object #2 |
| Name | Sandra | Cody |
| Value for Property 1 | programming | construction |
| Value for Property 2 | Grimes | Norwalk |
| Value for Property 3 | $45 per hour | $40 per hour |
| Value for Property 4 | 4 | 2 |
| Method | Train new employees | Train new employees |