

Home Assignment. Classes

You need to submit this task for review.

Watch the video lessons to complete this task. If you have any questions, you may ask your mentor’s help via the use the real time chat on the learning platform. You can find it on the down right corner of your screen.

After you submit the completed task, mentors will review it and send their feedback via email. Don’t worry if your work is not approved: you can always retake the assignment, and it won’t affect your final grade.

Goal

After completing this assignment, you will understand the concept of classes better. Here, you need to create several animal classes, which are object templates, and several objects based on these classes.

Instructions

To accomplish this goal, follow these steps:

- 1 Create a class named “Animal.”
- 2 Create characteristics for this class. It should have:
 - A name (e.g. “cat” or “dog”)
 - A sound (e.g. “meow” or “arf”)
- 3 Create two functions for this class that will print on the console:
 - What an animal is speaking
 - Notification that an animal is currently eating
- 4 Declare at least 4 animal objects. You can come up with your own animals or use these ones:
 - Cat
 - Dog
 - Bird
 - Tiger
- 5 Use the two functions you created for each of the 4 animals. You should see 8 different strings on the console about animals speaking and eating.
- 6 Save your work, and convert it to a “.zip” file.

Expected Outcome

After completing the assignment, you should see the following result on the console:

Meow! I am a cat.
Arf! I am a dog.
Tweet! I am a bird.
Rawr! I am a tiger.
Cat is currently eating . . .
Dog is currently eating . . .
Bird is currently eating . . .
Tiger is currently eating . . .

How to upload completed tasks

To upload the assignment, make a “.zip” archive containing all the necessary files, and upload the file here.