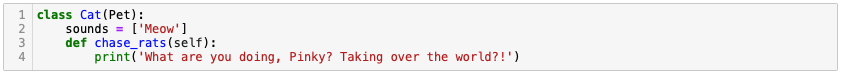
# PET CLASS SHOULD COPY SOUNDS INTO \_\_INIT\_\_

**Result: the sounds variable becomes an instance variable.**

Therefore, when the sounds list changes, it doesn’t change either the Class sounds or any other instance’s sounds. Instance variables are owned by the specific instance thru initialization of the instance when it is created.

Text, letter

Description automatically generated





Graphical user interface, application, table

Description automatically generated with medium confidence

Graphical user interface, application

Description automatically generated

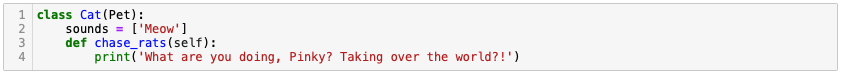
# IF PET DOES NOT COPY SOUNDS INTO \_\_INIT\_\_

**Result: the changeable sounds variable will remain a Class variable.**

The sounds list will change as you play with your pet, so if you don’t copy the sound class variable into \_\_init\_\_ so that it becomes an instance variable, sound remains a class variable. If you teach the Pet instance, **wulfric** a new sound, this teaches the Class that sound too. The Cat class reassigns the class variable, but it remains a class variable. If you teach the Cat instance, percy and the Cheshire instance, kiefer a sound, this teaches the Cat/Cheshire Classes those sounds as well.

Text

Description automatically generated





Graphical user interface, table

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