**Name**: Iivari Anttila

**Amount of completed tasks: 10**

**Which tasks were left undone or incomplete: 0**

Self-assessment:

This exercise was easy for me, because I am already familiar with object-oriented programming in python

Doing this exercise, I learned about the @ notation for getter and setter methods

I understood what this exercise wanted me to do well

## Answers to other than coding tasks here:

**1.**

a) Enscapsulation in Python is the process of restricting data to be only accessible via an object’s own methods instead of directly with things like dot notation.

b) A Client in object-oriented programming is any piece of code that interacts with an object or a class, but is not a class method itself, except if for some reason you have a “Main” or “UI” class or something like that, which is not preferred.

c) Data attributes are essentially the variables of an object that store data, like the “name” field in a Person class.

d) An instance of a class is an object that has inherited the class, for example, if you have a Person class:

new\_person = Person(“Matti”, 25)

The new\_person is now an instance of the Person class.