**­Computer Science 220**

**Study Guide for Final**

**Spring 2014**

**First 3 study guides plus:**

**Chapter 10 Defining Classes**

* Be able to implement a user-defined class
* Implement/understand \_\_init\_\_()and \_\_str\_\_() methods
* Understand self
* Understand how to create and access instance variables (data members, attributes, properties)
* Write *getter* and *setter* methods
* Make method calls from within a class
* Test for appropriate values passed to setters and constructors
* Implement methods that accept strings, user-defined objects, lists and numbers
* Be able to manipulate an object within a method without returning the object
* Know the difference between an alias and a clone