

Inheritance Homework

Please submit **inheritance_hw.txt** with answers to the following questions:

Out of 10:

1. What is the difference between a variable, a class, and an object? +1
 2. What keyword indicates that you want a class to inherit from a superclass? +1
 3. Why would you want a class to inherit from another class? +1
 4. Give an example of an appropriate subclass for the following classes:
 - a. Insect +1
 - b. Bird +1
 - c. Vehicle +1
 5. Write an `act()` method which will move the actor forward, unless it hits the edge of the world, in which case it will turn a random number of degrees before moving. +4
- Hint: Look at the Greenfoot Actor documentation for useful methods!