Model a Dog from the Real-World!

Object-oriented programming (OOP)

Directions: Complete steps below

Part 1: Create a **Class** Hierarchy

```
######  PART 1  ######

class Things():
        pass

class Living(Things):
        pass

class Animals(Living):
        pass

class Mammals(Animals):
        pass

class Dog(Mammals):
        pass
```

Part 2: Create an **Instance** of your own dog

By accessing **attributes** from the Dog class

```
######  PART 2  ######
# Put your dog's (or an imaginary dog) info below:

your_dog =
```

Part 3: Call **Methods** from the Dog class

```
######  PART 3  ######
# Tell your dog to sit and roll over:
```

Name: _____

1. A dog is a…
    a. A verb
    b. An adjective
    c. A noun

2. Why is a **dog** like a **sidewalk**?
    Because both are _____.
    We can also say they are both nouns.
    In Python, we can represent nouns as _____.

3. Is a **dog** living (animate) or
        non-living (inanimate)?
    _____

4. Is a **sidewalk** living (animate) or
        non-living (inanimate)?
    _____