**Vocabulary Exercises – Python OOP**

**1: Match the words with their definitions**

Match each term with its correct definition:

1. Object **G**
2. Class **D**
3. Attribute **A**
4. Method **B**
5. Instance **F**
6. Inheritance **C**
7. Override **H**
8. Constructor **I**
9. Static method **E**
10. Instance method **J**

**Definitions:**

A. A value or property assigned to an object. **3**   
B. A function that belongs to an object. **4**  
C. A technique where a child class takes on properties of a parent class. **6**  
D. A blueprint used to create new objects. **2**  
E. A method that does not depend on class or instance context. **9**  
F. A new object created from a class. **5**  
G. An object created using a class. **1**  
H. The process of replacing a method in the child class with a new version. **7**  
I. A special method used to initialize an object. **8**  
J. A function that belongs to a specific instance of a class. 10

**2: True or False**

Write T (True) or F (False):

1. A class is the same as an object. F, because class it’s a blueprint used to create new objects. 1 D
2. The \_\_init\_\_ method is used to destroy an object. F, init is used to initialize the attributes of a class object when it's created.
3. A static method receives the class (cls) as its first argument. F, A static method does not depend on class or instance context. 1. E
4. The super() function helps access methods from the parent class. T
5. An object can be created without a class in Python. F, in Python, every object is an instance of a class

Blueprint = traduzido como "modelo", especialmente quando se refere a um padrão ou estrutura para imitar ou seguir.

**3: Fill in the blanks**

Fill in each blank using words from the box:

class, object, method, attribute, inheritance, static, instance, constructor, override, blueprint

1. A \_\_\_class\_\_\_ is like a template used to create multiple objects.
2. Each object created from a class is called an \_\_\_ instance \_\_\_.
3. A \_\_ method \_\_\_\_ is a function defined inside a class.
4. A(n) \_\_\_attribute\_\_\_ is a variable that stores data in an object.
5. The \_\_init\_\_ function is the class \_\_constructor\_\_\_\_.
6. \_\_ inheritance \_\_\_\_ allows one class to use code from another class.
7. You can \_\_\_ override \_\_\_ a method in the child class to change its behavior.
8. A \_\_\_static\_\_\_ method does not need access to the class or the object.
9. Python treats everything as an \_\_ object \_\_\_\_.
10. The keyword \_\_\_class\_\_\_ is used to define a new class.

**4: Vocabulary in Context**

Choose the best word to complete the sentence:

1. The greet() function is an example of a(n) \_\_\_\_\_\_ method.  
   a) static  
   b) class  
   c) instance
2. A(n) \_\_\_\_\_\_ is used to convert temperature without needing an instance.  
   a) attribute  
   b) instance method  
   c) static method
3. When you call Person('John', 25), Python uses the \_\_init\_\_ \_\_\_\_\_\_.  
   a) method  
   b) attribute  
   c) object
4. Employee is a child class that uses \_\_\_\_\_\_ to get features from Person.  
   a) overriding  
   b) inheritance  
   c) initialization
5. The variable self.name is an example of an \_\_\_\_\_\_ attribute.  
   a) class  
   b) global  
   c) instance