class Teams:

def \_\_init\_\_(self, members):

self.\_\_myTeam = (['Tim', 'Steve'])

def \_\_len\_\_(self):

return len(self.\_\_myTeam)

def \_\_contains\_\_(self, member):

return member is self.\_\_myTeam

def \_\_iter\_\_(self):

return iter(self.\_\_myTeam)

def main():

classmates = Teams(['John', 'Steve', 'Tim'])

print ('Tim' in classmates)

print ('Sam' in classmates)

iterator = iter(classmates)

for member in iterator:

print(member ,end=" ")

main()

3) Classmates is not a class, it is a variable that references “teams”, and teams is a class that references the \_\_len\_\_ method.

4)interface specifies the functionalities that must be available to implement. We define these as interface. We implement them separately.

5) we can implement each variable as a method in the class that we have to define, adding the necessary conditions to each variable.

We provide an interface in choosing a variable and the info it contains. Based on the variable we call a method that implements it. We show the functionalities and we don’t show what is implied as being implemented.