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March 15, 2022

## 1 Object Attributes - Lab

### 1.1 Introduction

In this lab, you'll practice defining classes and instance methods.

### 1.2 Objectives

You will be able to:

- Define and call an instance method
- Define and access instance attributes

### 1.3 Defining Classes and Instance Methods

In the cell below define a `Driver` class.

For this class, create a method called `greet_passenger()`, which returns the string `Hello! I'll be your driver today. My name is` followed by that driver's first name and last name (i.e. `Hello! I'll be your driver today. My name is John Doe`). (Be sure to keep in mind that the driver's name will be stored under two separate attributes: `first` and `last`.)

```
[8]: # Define Driver Class here with properties for each instance variable

class Driver:
    def greet_passenger(self):
        return f"Hello! I'll be your driver today. My name is {self.first}␣
        ↪{self.last}"
```

Great! Now create an instance of your driver class. Then, create the following attributes for your instance: \* `first` - the first name of the driver. Set it to `Matthew`. \* `last` - the last name of the driver. Set it to `Mitchell`. \* `miles_driven` - the number of miles driven by the driver. Set it to `100`. \* `rating` - the driver's rating. Set it to `4.9`

Finally, use your `greet_passenger()` method for your `Driver` instance object.

```
[9]: # Create an instance with the above 4 attributes and then call the␣
    ↪greet_passenger method

driver = Driver()
driver.first = "Patt"
```

```
driver.last = "Matt"
driver.miles_driven = 100
driver.rating = 4.0
driver.greet_passenger()
```

[9]: "Hello! I'll be your driver today. My name is Patt Matt"

Now, create a passenger class with one method `yell_name()` which prints the passenger's first and last name in all caps. (Again first and last will be stored as separate attributes.)

```
[13]: # Define Passenger Class here with properties for each instance variable
class Passenger:
    def yell_name(self):
        print(f" {self.first.upper()} and {self.last.upper()}")
```

Create an instance of your passenger class. Then create an attribute "first" set to "Ron" and an attribute "last" set to "Burgundy". Then call the `yell_name()` method.

```
[14]: # Create an instance of the passenger class with the first and last attributes.
      ↪ Then call the yell_name method

passenger = Passenger()
passenger.first = "Ron"
passenger.last = "Burgundy"
passenger.yell_name()
```

RON and BURGUNDY

Great work!

## 1.4 Summary

In this lab, you practiced defining classes, creating instances of said classes, and using methods that made calls to object attributes.