

# Chapter 8: How to Use Classes and Objects

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11:35 AM

Some of the ideas in this chapter will start to make sense the more you use them. Try them out with the following examples, and then find the answers at <http://python-for-kids.com/>.

## #1: the Giraffe shuffle

Add functions to the Giraffes class to move the giraffe's left and right feet forward and backward. A function for moving the left foot forward might look like this:

```
>>> def left_Foot_Forward(self):  
    print('left foot forward')
```

Then create a function called dance to teach Reginald to dance (the function will call the four foot functions you've just created). The result of calling this new function will be a simple dance:

```
>>> reginald = Giraffes()  
>>> reginald.dance()  
left foot forward  
left foot back  
right foot forward  
right foot back  
left foot back  
right foot back  
right foot forward  
left foot forward
```

## #2: turtle Pitchfork

Create the following picture of a sideways pitchfork using four turtle Pen objects (the exact length of the lines isn't important). Remember to import the turtle module first!



