1. Make a class called Thing with no contents and print it. Then, create an object called example from this class and also print it. Are the printed values the same or different?

:-

# Define the Thing class

class Thing:

pass

# Create an instance of the Thing class

example = Thing()

# Print the Thing class and its instance

print(Thing)

print(example)

Output:-

<class '\_\_main\_\_.Thing'>

<\_\_main\_\_.Thing object at 0x7f75c0ca0b20>

2. Create a new class called Thing2 and add the value 'abc' to the letters class attribute. Letters should be printed.

:-

class Thing2:

letters = 'abc'

print(Thing2.letters)

3. Make yet another class called, of course, Thing3. This time, assign the value 'xyz' to an instance (object) attribute called letters. Print letters. Do you need to make an object from the class to do this?

:-

class Thing3:

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

self.letters = 'xyz'

example = Thing3()

print(example.letters)

4. Create an Element class with the instance attributes name, symbol, and number. Create a class object with the values 'Hydrogen,' 'H,' and 1.

:-

class Element:

def \_\_init\_\_(self, name, symbol, number):

self.name = name

self.symbol = symbol

self.number = number

hydrogen = Element('Hydrogen', 'H', 1)

5. Make a dictionary with these keys and values: 'name': 'Hydrogen', 'symbol': 'H', 'number': 1. Then, create an object called hydrogen from class Element using this dictionary.

:- element\_dict = {'name': 'Hydrogen', 'symbol': 'H', 'number': 1}

hydrogen = Element(\*\*element\_dict)

6. For the Element class, define a method called dump() that prints the values of the object’s attributes (name, symbol, and number). Create the hydrogen object from this new definition and use dump() to print its attributes.

:-

class Element:

def \_\_init\_\_(self, name, symbol, number):

self.name = name

self.symbol = symbol

self.number = number

def dump(self):

print(f"Name: {self.name}, Symbol: {self.symbol}, Number: {self.number}")

# Create hydrogen object

hydrogen = Element('Hydrogen', 'H', 1)

# Use dump() to print its attributes

hydrogen.dump()

7. Call print(hydrogen). In the definition of Element, change the name of method dump to \_\_str\_\_, create a new hydrogen object, and call print(hydrogen) again.

:-

class Element:

def \_\_init\_\_(self, name, symbol, number):

self.name = name

self.symbol = symbol

self.number = number

def \_\_str\_\_(self):

return f"Name: {self.name}, Symbol: {self.symbol}, Number: {self.number}"

hydrogen = Element('Hydrogen', 'H', 1)

print(hydrogen)

8. Modify Element to make the attributes name, symbol, and number private. Define a getter property for each to return its value.

:- class Element:

def \_\_init\_\_(self, name, symbol, number):

self.\_\_name = name

self.\_\_symbol = symbol

self.\_\_number = number

@property

def name(self):

return self.\_\_name

@property

def symbol(self):

return self.\_\_symbol

@property

def number(self):

return self.\_\_number

9. Define three classes: Bear, Rabbit, and Octothorpe. For each, define only one method: eats(). This should return 'berries' (Bear), 'clover' (Rabbit), or 'campers' (Octothorpe). Create one object from each and print what it eats.

:-

class Bear:

def eats(self):

return 'berries'

class Rabbit:

def eats(self):

return 'clover'

class Octothorpe:

def eats(self):

return 'campers'

# create one object from each class

bear = Bear()

rabbit = Rabbit()

octothorpe = Octothorpe()

# print what each object eats

print('The bear eats', bear.eats())

print('The rabbit eats', rabbit.eats())

print('The octothorpe eats', octothorpe.eats())

10. Define these classes: Laser, Claw, and SmartPhone. Each has only one method: does(). This returns 'disintegrate' (Laser), 'crush' (Claw), or 'ring' (SmartPhone). Then, define the class Robot that has one instance (object) of each of these. Define a does() method for the Robot that prints what its component objects do.

:-

class Laser:

def does(self):

return 'disintegrate'

class Claw:

def does(self):

return 'crush'

class SmartPhone:

def does(self):

return 'ring'

class Robot:

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

self.laser = Laser()

self.claw = Claw()

self.smartphone = SmartPhone()

def does(self):

return f"Laser: {self.laser.does()}, Claw: {self.claw.does()}, SmartPhone: {self.smartphone.does()}"

robot = Robot()

print(robot.does()) # Output: Laser: disintegrate, Claw: crush, SmartPhone: ring