Classes and Objects

No.	Title	Description	Completed	Play

1	[MCQ] Create Object	The code below shows the definition of a Laptop Class.
		`class Laptop:`
		`  def __init__(self, capacity):`
		`  self.capacity = capacity`
		`  self.color = 'green'`
			✔	▶

2	[MCQ] Create Object	The code below shows the definition of a Laptop Class.
		`class Laptop:`
		`  def __init__(self, capacity):`
		`  self.capacity = capacity`
		`  self.color = 'green'`
		`  def change_color(self, new_color):`
		`  self.color = new_color`
			✔	▶

3	Create Object	To create an object, it is important to look at the 'constructor' method: __init__() to find out the arguments that are required. The example below shows you how to create a Laptop object. Create a Person object based on the class definition given in the textbox below.	✔	▶
4	Instance methods.	An instance method is a function which operates on an instance of a class.	✔	▶
5	A simple 'Point' class.	Construct a class named 'Point', which takes in the x and y coordinates as parameters. It should include the documentation string and the methods '__init__' and '__str__'.	✔	▶
6	Class and object variables.	Class variables are accessible by all objects (instances) of a class, while object variables are only applicable to the object (instance) itself.	✔	▶
7	Operator Overloading	It is possible to change the behaviour of built-in opertators with special methtods. For example, the '+' operator can be implemented with the __add__ method. Define a Point class that supports operator overloading for the '+' and '-' operators.	✔	▶
8	Inheritance	Inheritance allows the reuse of code, by implementing a parent-child relationship between classes. Create 2 derived classes Student and WorkingAdult from the base class Person.	✔	▶