



Bookmarks



Bookmark

Week 7 > Problem Set 7 > Introduction

► Overview

Introduction

► Entrance Survey

In this problem set, you will help some people find their forever friends! You have been tasked with creating a representation of both pet adoption centers and the pet adopters. By creating python classes to model both elements, you will be able to assign a score to each adopter relative to a certain adoption center. A higher score means a specific adopter is more likely to adopt a pet from a specific adoption center.

► Week 1

► Week 2

► Week 3

► Week 4

► Quiz

► Week 5

► Week 6

▼ Week 7

OBJECTIVES

The goal of this problem will be to learn classes, methods, and class inheritance. There are a lot of references on Python classes available (look for classes in the readings listed in the Reference Links section of the webpage); here is the official Python tutorial on classes, sections 9.1-9.7 (excepting 9.5.1) will be useful for this Problem Set.

You will learn many facets of object-oriented programming, specifically:

- Implementing new classes and their attributes.
- Understanding class methods.
- Understanding inheritance.
- Telling the difference between a class and an instance of that class - recall that a *class* is a blueprint of an object, whilst an *instance* is a single, unique unit of a class.

Lecture 13 - Trees - Time 51:54

Lecture Sequence

Wrap up - Time 33:39

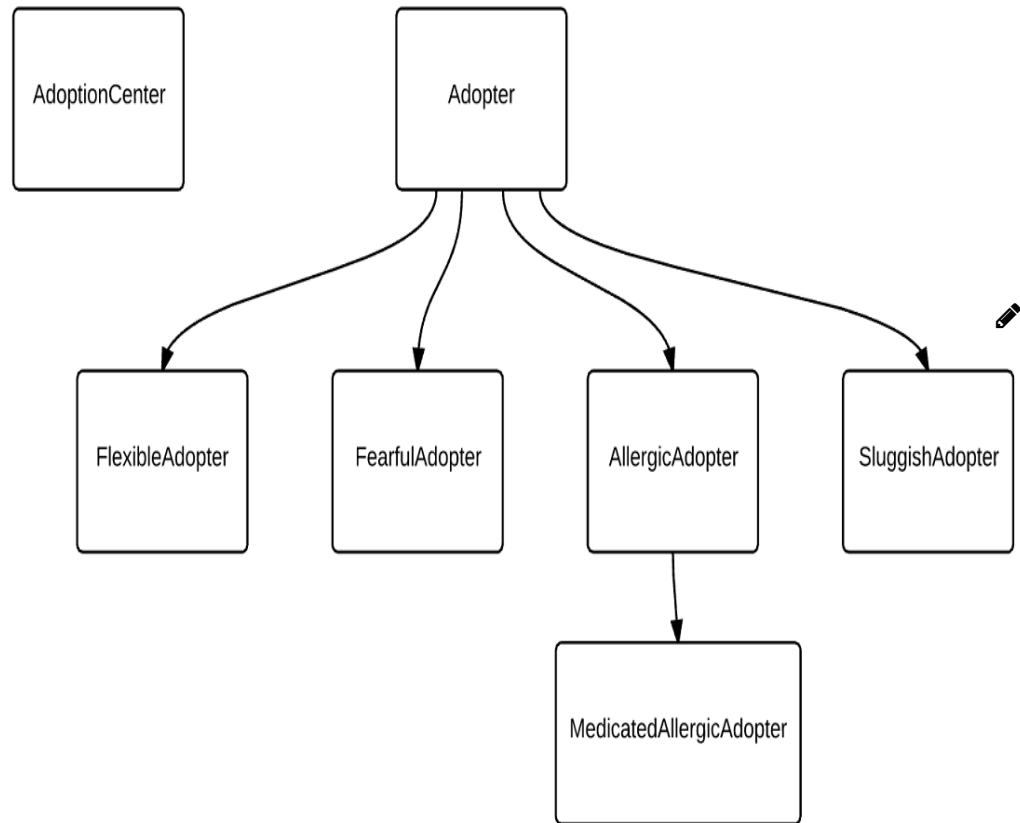
Problem Set 7

Problem Set due Aug 04, 2016 at 23:30 UTC

Please download this skeleton file, containing all the classes you will have to write: ps7skeleton.py

► Sandbox

A diagram of the classes and inheritance flow is as follows, and will be explained in further detail later in the problem set.



© All Rights Reserved



© edX Inc. All rights reserved except where noted. EdX, Open edX and the edX and Open EdX logos are registered trademarks or trademarks of edX Inc.

POWERED BY
OPENedX