Shaun Gehrke 09-06-14

Lab 2: Classes Worksheet

Topic: Football

Class: Coach

Attributes: _hometown _past_job

scheme

Methods: call time() send play() yell()

Class: Fan

Attributes: _gender _fav_team _lifestyle Methods: scream() do wave() boo()

Class: Player

Attributes: _weight _height _position **Methods:** tackle() fumble() run()

Class: Parent

Attributes: _age _alumni _hair_color Methods: cheer() cry() complain()

Topic: Wedding

Class: Bride

Attributes: _dress _shoes _jewlery
Methods: throw_bouquet() walk_isle()

kiss()

Class: Groom

Attributes: energy level mood

cufflink color

Methods: throw_garter() remove_garter()

thank guests()

Class: Best Man

Attributes: _suit_color _tie_type

shoe size

Methods: embarrass() toast() catch garter()

Class: Maid of Honor

Attributes: dress color hair style

num drinks

Methods: dance() speak() drink()

Topic: Band

Class: Singer

Attributes: _octive _pitch _volume

Methods: sing() hum() belt()

Class: Drummer

Attributes: _stick_color _speed _accuracy

Methods: bang() crash() spin_stick()

Class: Guitarist

Attributes: num_strings _personality

attitude

Methods: strum() solo() rif()

Class: Keyboardist

Attributes: _finger_length _num_keys

_tempo

Methods: play() repeat() speed()

Topic: Art

Class: Sketching

Attributes: brainstorm pencil type

design

Methods: trace() outline() color()

Class: Painting

Attributes: _canvas _brush _easel Methods: stroke() smudge() mix_color()

Class: Sculpting

Attributes: period shape material

Methods: mold() carve() cast()

Class: Photography

Attributes: _exposure _lighting _scenery

Methods: capture() edit() develop