1. Explain how, “hungry” is implemented.  
     
   A**.** \_hungry is a class attribute, but because of ‘\_’, it cannot be accessed outside of the class. It cannot be changed once it is accessed.   
     
   The value of "hungry" is stored in the instance "\_hungry”, and cannot be changed again. So that, the random also shows no effect.

2. Explain Why the test is failing (test\_get\_evaluation\_2)  
  
A. Test fails for the LAST TWO assert statements.

- since we are assigning BOUNDARY\_HIGH value at the class level, demo\_1, and demo\_2 instances will have same BOUNDARY\_HIGH value of 103. So, both the assert statements should have same output value of “Normal”

1. Explain Why the test is failing (test\_dataclass())
2. The attributes in the Person class cannot be changed once the object is created because, the parameter **frozen** has been set to **True.**