



'Fiddo'

! Buddy !





play dead

# => ['rollover']

# => ['play dead']





# Solution

```
d = Dog( 'Fido' )  
e = Dog( 'Buddy' )  
d.add_trick( 'roll over' )  
e.add_trick( 'play dead' )  
d.tricks    # => ['roll over']  
e.tricks    # => ['play dead']
```

Privacy and Style