- 1. A class is a type of an object where as an object can be anything from string, lists, tuples, integers etc.
- 2. A regular variable is not specific to any class or object, where as a member variable is specific to and is stored within another class or object
- 3. A regular function is not specific to any class or object, where as a member function is specific to and is stored within another class or object. A member function requires the self reference to differentiate between all of the potential objects that exists.
- 4. Inheritance expresses an IS-A relationship. It is different from composition because composition does not derive its classes from a parent class, instead it is a way of combining two classes or objects and not inheriting.
- 5. The constructor of a class is a special member function that is called to instantiate a class.
- 6. The special function name for a constructor in python is '__init__' The constructor is called once during the lifetime of an object

```
7.
        def populate():
                i = 1.0
                list = []
                while i <= 10.0:
                        j = 1.0
                         while j \le 10.0:
                                 point = Point2D( i, j )
                                 list.append( point )
8.
        def print( point ):
                if isinstance( point, Point2D ):
                         string = (({0:.2f}, {1:.2f})'.format(self.x, self.y,))
                         print string
9.
        class MyPoint2D( Point2D ):
                def \underline{\quad} init\underline{\quad} (self, x=0, y=0):
                         Point2D._init_(x, y)
                def get_max_coord( self ):
                        if self.x > self.y:
                                 return self.x
                         else:
                                 return self.v
                def get_min_coord( self ):
                        if self.x < self.y:
                                 return self.x
                         else:
                                 return self.v
```