# Model a Dog from the Real-World!

*Object-oriented programming* (OOP)

git clone https://github.com/joetechem/OOP\_TurtleRace → geany **dog.py**

**Directions:** Complete steps below

## Part 1: Create a **Class** Hierarchy

|  |
| --- |
| ###### PART 1 ######  class Things():  pass  class Living(Things):  pass  class Animals(Living):  pass  class Mammals(Animals):  pass  class Dog(Mammals):  pass |

## Part 2: Create an **Instance** of your own dog

By accessing **attributes** from the Dog class

|  |
| --- |
| ###### PART 2 ######  # Put your dog's (or an imaginary dog) info below:  your\_dog = |

## Part 3: Call **Methods** from the Dog class

|  |
| --- |
| ###### PART 3 ######  # Tell your dog to sit and roll over: |

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_

1. A dog is a…
2. A verb
3. An adjective
4. A noun
5. Why is a **dog** like a **sidewalk**?

Because both are \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

We can also say they are both nouns.

In Python, we can represent nouns as \_\_\_\_\_\_\_\_\_\_\_\_.

1. Is a **dog** living (animate) or

non-living (inanimate)?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Is a **sidewalk** living (animate) or

non-living (inanimate)?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_