Objectives:

* Classes and Objects

**There are 5 print screens each is worth 20%**

**Project #1**

This class is an example of creating objects and using the *self*-keyword to access variables within this class.

Text

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**Challenge Exercise #1:** Continuing from project #1, create a third object (Student3) where the user will be able to enter the student’s information.

**#1 print screen the input/output with the code below here.**

**Project #2**

Here we are creating a customized constructor by using the **\_\_init\_\_** function and passing three arguments starting with name, classroom, and then course. This is a lot cleaner than project #1 but function or behaves the same way.

**Text

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**Challenge Exercise #2:** Add a second object for Teacher2 and add any teacher name, room #, and course assigned.

**#2 print screen the input/output with the code below here.**

**Project #3**

This class is an example of passing parameters and accessing those parameters to get an output.

Text

Description automatically generated

**Challenge Exercise #3:** for project #3, add the address, city, and state with the zip code.

**#3 print screen the output with the code below here.**

**Project #4**

The Customer class creates functions and objects.

Text

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The Second Class

Text

Description automatically generated

**Challenge Exercise #4:** for project #4, add the city, and zip code with the person’s age.

**#4 print screen the output with the code below here.**

**Project #5**

**First Class:** Here we have a class named BankAccount which it will be called from another class or an external class. The \_\_init\_\_ allows us to create a custom constructor.

Graphical user interface, text, application, email

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**Second Class**

Text

Description automatically generated

**#5 print screen the input/output with the code below here.**

**Submit this document to the Module 11 Class Exercise.**