

Your name

1. In Python, a *class* is _____ for a concrete object.

- a) a distraction
- b) a nuisance
- c) a blueprint
- d) an instance

2. The correct way to instantiate the above Dog class is:

```
class Dog:
```

```
    def __init__(self, name, age):  
        self.name = name  
        self.age = age
```

- a) Dog ("Rufus", 3)
- b) Dog.__init__ ("Rufus", 3)
- c) Dog.create ("Rufus", 3)
- d) Dog ()

3. Object and class attributes are accessed using _____ notation in Python.

4. What's the output of the following code snippet?

```
class Dog:
2...     def walk(self):
3...         return "*walking*"
4...
5...     def speak(self):
6...         return "Woof!"
7...
8>>> class JackRussellTerrier(Dog):
9...     def speak(self):
10...         return "Arff!"
11...
12>>> bobo = JackRussellTerrier()
13>>> bobo.walk()
```

- a) Woof!
- b) Arff!
- c) *walking*
- d) AttributeError: 'JackRussellTerrier' object has no attribute 'walk'

5. What's the output of the following code snippet?

```
>>> class Dog:
2...     def walk(self):
3...         return "*walking*"
4...
5...     def speak(self):
6...         return "Woof!"
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8>>> class JackRussellTerrier(Dog):
9...     def speak(self):
10...         return "Arff!"
11...
12>>> bobo = JackRussellTerrier()
13>>> bobo.speak()
```

- a) Arff!
- b) CanineError: Dog malfunction
- c) Woof!
- d) *walking*