

```
class Klass:
    def __init__(self, x):
        self.xcoord = x

    def act_on(self, value):
        self.xcoord += value

k = Klass(4)
```

Which of the following best describes the code elements above

- A. Klass is a class, xcoord an instance variable, act\_on a method, k an instance
- B. Klass is a class, xcoord a method, act\_on an instance variable, k an instance
- C. Klass and k are instances, xcoord an instance variable, act\_on a method
- D. Klass and k are classes, xcoord an instance variable, act\_on a method
- ~~E. Klass is a class, xcoord and act\_on are methods, k is an instance~~

Answer: A

Klass is a class definition, xcoord is an instance variable and act\_on a method of that class, while k is an instance of that class.

```
class Klass:
    def __init__(self, x):
        self.xcoord = x

    def act_on(self, value):
        self.xcoord += value

k = Klass(4)
k.act_on(2)
```



After the above code executes, what is the value of `k.xcoord`?

- A. "x"
- B. 0
- C. 2
- D. 4
- E. 6

Answer: E

After initialization, the value of `k.xcoord` is 4. After the `act_on` method, `k.xcoord` is incremented by 2 to a final value of 6

```
r1 = Rational(1, 10)
r2 = Rational(2, 10)
r3 = r1 + r2
print(r2)
```

*--init--*  
*--init--*  
*--add--*  
*--str--*

*r3 == r1 + r2*

Which correctly describes the methods on Rational executed in the above code?

- A. `__init__`
- B. `__init__`, `__add__`
- C. `__init__`, `__str__`
- D. `__init__`, `__add__`, `__str__`
- E. `__init__`, `__add__`, `__str__`, `__eq__`

Answer: D

Creating the Rational objects invokes `__init__`, the `+` invokes `__add__`, while the print invokes `__str__`.

```
class A:
    def __init__(self, x):
        self.x = x

    def act_on(self, value):
        self.x += value
```

```
class B(A):
    def __init__(self, x, y):
        super().__init__(x)
        self.y = y

    def act_on(self, value):
        self.x += self.y*value
```

```
val = B(4, 2)
val.act_on(2)
```

Handwritten calculation:  
$$\begin{array}{r} 4 \\ \times 2 \\ \hline 8 \end{array}$$
  
The result 8 is underlined in red.

After the above code executes, what is the value of `val.x`?

- A. 6
- B. 8
- C. 10
- D. 16
- E. 20

Answer: B

After initialization, the value of `val.x` is 4. The `act_on` method in B overrides that in A, so the final expression is  $4 + 2 * 2$

```
d1 = Dollar(10)
d2 = Dollar(20)
d3 = d1 + d2
```

Which correctly describes the methods executed in the above code (listed as class.method)?

- A. Dollar.\_\_init\_\_
- B. Rational.\_\_init\_\_
- C. Dollar.\_\_init\_\_, Rational.\_\_init\_\_
- D. Dollar.\_\_init\_\_, Rational.\_\_init\_\_, Rational.\_\_add\_\_
- E. Dollar.\_\_init\_\_, Rational.\_\_init\_\_, Rational.\_\_add\_\_, ~~Dollar.\_\_add\_\_~~

Answer: D

Creating the Dollar object first invokes Dollar.\_\_init\_\_, then the initializer of the parent class Rational.\_\_init\_\_. Adding dollars reuses the \_\_add\_\_ method defined in Rational, i.e., it doesn't have its own \_\_add\_\_ method.