

Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

✓ Define a class ✓ Use `__init__` and self ✓ Create objects ✓ Call methods

 Section A • Concept Check • BEGINNER $4 \times 1 = 4$ _____

- 1** The constructor method is:

☐ A. `__init__` ☐ B. `__new__` only

☐ C. `construct` ☐ D. `init()`
- 2** `self` refers to:

☐ A. the class ☐ B. the current object

☐ C. a module ☐ D. a global
- 3** Create an object of Dog with:

☐ A. `new Dog()` ☐ B. `Dog()` ☐ C. `make Dog`

☐ D. `Dog.new`
- 4** Methods are:

☐ A. functions inside a class ☐ B. loops

☐ C. variables ☐ D. imports

 Section B • Problem Solving • INTERMEDIATE $2 + 3 \times 3 = 11$ _____

- 5** Classes are defined with the keyword _____
- 6** The first parameter of a method is _____
- 7** Define class Dog with an `__init__` storing name.

- 8** Create a Dog named 'Rex'.

- 9** Access the dog's name.

 Section C • Challenge • CHALLENGE 5 _____

- 10** Add a `bark()` method printing 'Woof'.

 Reflection — the most useful thing I learned: _____

A ___/4 B ___/11 C ___/5 **Total** ___/20

Teacher's Signature _____

Parent's Signature _____

✂ ANSWER KEY — FOLD OR CUT BEFORE HANDING OUT

1-A 2-B 3-B 4-A | 5 `class` 6 `self` 7 = `class Dog: def __init__(self, name): self.name = name`
 8 = `d = Dog('Rex')` 9 = `d.name` | 10 = `def bark(self): print('Woof')`