

8.6 Exercises

Write a complete Python program to solve each of the following problems.

- 8.1. Make a program containing class `Student`. This class should have two instance variables: `name` and `age`. The constructor takes a `name` argument and uses it to initialize the `name` instance variable; it also initializes the `age` instance variable to 18. The class has a `SetAge()` method that can set the `age` to any other value. Finally, the class has a `Print()` method. Here is a `main()` method for your program:

```
def main():
    x = Student( "bob" )
    x.SetAge(23)
    x.Print()
```

- 8.2. Give class `Student` in problem 8.1 an instance variable `Gender`, which can be "M" or "F". Modify the constructor for `Student` to take a `gender` argument as well as a `name` argument to give a value to this variable.
- 8.3. Give the `Student` class in problem 8.2 another instance variable: `transcript`. This is a list of pairs, where the first element of the pair is the name of a course, and the second element is a numeric grade between 0 and 4. There are two additional methods:

AddCourse(self) which asks the user for a course name and grade, and appends this pair onto the `transcript`, and

GPA(self) which averages all of the grades in the `transcript` and returns the average.

The main program

```
def main():
    x = Student( "bob" , "M" )
    x.AddCourse( )
    x.AddCourse( )
    print X.GPA()
```

will cause the system to twice ask for course name and grade. If you supply the following information:

```
Course name? Basketweaving
Grade for Basketweaving? 4
Course name? Time Wasting
Grade for Time Wasting? 3
```

then the print statement `print X.GPA` at the end of `main()` will print 3.5

- 8.4. Give class `Student` in problem 8.1 another instance variable `Roommate`. This can either have value `None`, or an object of class `Student`. Give the class a method `AssignRoommate()` to give a value to this variable.
- 8.5. Make another class `Faculty` in problem ??, which just has one instance variable, `varname`. The only methods `Faculty` needs are a constructor and a `Print()` method. Add to class `Student` an instance variable `advisor`. This should be initialized to `None` in the `Student` constructor. Give `Student` a method `AssignAdvisor()` that assigns an advisor (a faculty member) to the student.
- 8.6. The relationship between `Faculty` and `Student` in problem 8.5 is too one-sided. Give to class `Faculty` an instance variable `Advisees`, which is a list of all of the advisees the faculty member has. Add to `Faculty` a method `AssignAdvisee()` that will append a student to the `Advisees` list. If `x` is a `Student` and `y` is a `Faculty`, then `x.AssignAdvisor(y)` and `y.AssignAdvisee(x)` should do the same thing.