

## Practice Problems for Exam 2

1. What will this print?

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

    def __str__(self):
        return str(self.value)

class B(A):
    def __init__(self, x):
        A.__init__(self, x)

def main():
    b = B(5)
    print(b)

main()
```

2. The following program crashes. Why?

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

    def Print(self):
        print(x)

def main():
    c = C(23)
    c.Print()

main()
```

3. When I run the following program I get an error message that says method foo is being called with two arguments and it only has one. I only see one argument in the call foo(4) . What's up with this?

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

    def foo(y):
        return self.x+y

def main():
    d = D(32)
    print( d.foo(4) )

main()
```

4. Can objects of one class construct objects of another?  
Will the following program run correctly or give an error?

```
class Wand:
    def __init__(self, name)
        self.name = name

    def __str__(self):
        return self.name

class Wizard:
    def __init__(self, name, wandName):
        self.name = name
        self.wand = Wand(wandName)

    \def __str__(self):
        return "Wizard %s has wand %s" %(self.name, self.wand)

def main():
    hp = Wizard("Harry Potter", "Elderwand")
    print( hp )

main()
```

5. Here is a program that uses a dictionary to store info about bands and albums, such as “Beatles” and “Revolver”. The dictionary is called Albums. The keys are names of bands; the value associated with each band is a list of the albums made by that band.

```
def main():
    Albums = { }

    done = True
    while not done:
        band = input( "Band name: " )
        if band == "":
            done = True
        else:
            album = input( "Album name: " )
            Albums[band].append(album)
```

This will crash the first time you try to add an album to the database. Why?

6. Here is a class definition. Write a main() function that creates Persons Harry and Luna, sets Harry’s age to 15, make Luna be Harry’s friend, and prints both of them.

```
class Person:
    def __init__(self, name):
        self.name = name
        self.age = 11
        self.friend = None # a Person

    def setAge(self, a):
        self.age = a

    def setFriend(self, p):
        self.friend = p

    def __str__(self):
        if self.friend == None:
            return self.name
        else:
            return "%s whose friend is %s" %(self.name, self.friend.name)
```

7. Give code that creates a subclass `HogwartsStudent` of class `Person` from question (10). The only differences between a `Person` and a `HogwartsStudent` is that the latter have attributes `year`, which is set in the constructor to 1, and `house`, which can be any of the strings “Ravenclaw”, “Slitherin”, “Griffendor” and “Hufflepuff”. There should also be methods `SetYear()` and `setHouse()`.
8. Create a class `Library` that holds a catalog of books. A `Library` has a list of books. A book has an author, a title, and a year. The `Library` class should have a method `SearchByAuthor()` that will print all of the books in the library by that author.
9. Write a program that asks the user over and over for the name of a person and one of that person’s favorite things. The program keeps track of all of this information and at the end prints all of the people and their list of favorite things. For example we might have the following

interaction:

**Person:** Maria

**Favorite:** Raindrops on roses

**Person:** Maria

**Favorite:** Whiskers on kittens

**Peron:** bob

**Favorite:** python

**Person:** Maria

**Favorite:** Bright copper kettles

**Person:** Maria

**Favorite:** Warm woolen mittens

**Person:** <Return>

**bob likes python**

**Maria likes Raindrops on roses Whiskers on kittens Bright copper kettles Warm woolen mittens**