Week 2 Quiz: Objects and Classes

1. Suppose we did this:

   1. >>> names = ['Bill', 'George', 'Barack']
   2. >>> names.append('Hillary')
   3. >>> names
   4. ['Bill', 'George', 'Barack', 'Hillary']

On line 2, we pass 'Hillary' to **append**. This tells Python what to append. How does Python know what list it should append to?

2. Suppose we have imported a class *Boat* and below it we have the following code:

   ```python
   def load_collection(boat: 'Boat', items: list) -> None:
       """Put a collection of items on a boat."
       for item in items:
           boat.load_one(item)
           print('Loaded item: ' + str(item))
   ```

   Now suppose we have created a boat object called *myboat*, and attempt to load a set of integers on the boat:

   ```python
   >>> myboat.load_collection([1, 2, 3, 4, 5])
   ...
   AttributeError: 'Boat' object has no attribute 'load_collection'
   ```

   Explain the source of the error, then change the code so that the call to **load_collection** will not generate this error.
3. We have already seen classes that represent entities which are not physical objects, such as tweets. Briefly describe another situation or context where you might use a class to represent an entity which is not a physical object. Be creative!