Name: $\qquad$ CM: $\qquad$ Section: $\qquad$ Grade: $\qquad$ of 10

Here (below) is a partial definition and test code for a simple Point class (as you saw/worked in a previous session).

| \# Tests the Point class $\begin{aligned} & \text { p1 }=\operatorname{Point}(40,50) \\ & \text { p2 }=\operatorname{Point}(60,70) \\ & \operatorname{print}(p 1, p 2) \end{aligned}$ <br> p2.move_by (1, 2) <br> print(p1, p2) <br> a = p1.get_number_of_moves() <br> b = p2.get_number_of_moves() <br> print(a, b) | ```class Point(object): def __init__(self, x, y): self.x = x self.y = y self.total_moves =``` $\qquad$ ```NoneNone ``` $\qquad$ ```,``` $\qquad$ ```NoneNone ``` |
| :---: | :---: |

1. We want the $\qquad$ method to print the current $\boldsymbol{x}$ and $\boldsymbol{y}$ coordinates of its Point, formatted nicely. Fill in the blanks above in __repr__ to make it do that.
2. In the space to the right, draw a box-and-point diagram that shows the values of p1, p2, and $\operatorname{self}$ when the code gets to Location 1.
3. Fill in the blank in __init__ to set self.total_moves to its correct value.
4. There is a small but important bug inside the get_number_of_moves method. What is it?
5. When the test code runs and gets to Location 2 the FIRST time, what is the value of self? What is the value of self when we get to Location 2 the SECOND time?
6. Assume that all the code works as intended (that is, assume that the bug in get_number_of_moves is fixed).
In the space to the right, show the output of the test code.
7. Are you very, very confident that you know what lines of code execute, in what order, when the test code runs? That you understand what self is and why its use ** attaches data ** to Point objects?

Yes No (if No, then talk with an assistant or your instructor about this quiz).

