
INTRODUCTION TO CLASSES WORKSHEET

Objectives:

- Identify class attributes.
- Understand the purpose of a constructor.
- Identify and categorize class behaviors (methods).
- Know how to instantiate an object.
- Know how to access/modify object attributes.

Directions:

Consider the class that your classmates created in response to the following prompt:

PROMPT:

In an online game, players can connect with anyone in the world. Players can...

1. Communicate with other players.
2. Connect/disconnect to the game.
3. Get biographical information about itself and other players.

Create a class that represents a **Player** object that can fulfill these requirements. Clearly identify which methods and attributes would be necessary.

1. Identify all the instance attributes in their class.
2. Identify all the class attributes in their class (if any).
3. What is the difference between a class attribute and an instance attribute?
4. Identify all the **accessor** methods.
5. Identify all the **modifier** methods.
6. What is the purpose of the constructor?
7. Give an example of how we can instantiate a **Player** object using their constructor.
8. Give an example of how we can 1. access and 2. modify attributes of the **Player** object using the defined methods. What will each method call do to the object?