

# Basic O-O Exercise

- Defining a class.
- Instantiating objects.
- Using parts of a class

# Part I

- Define a class 'Dog' with an 'action' attribute that is set to the default value 'pant'

## Part II

- Instantiate an instance (create/declare a 'Dog' variable called 'rover')
- Display the current state of the 'action' attribute for rover

## **Part III**

- Change state of the attribute to 'Bark'
- Display the current state of the 'action' attribute

## Part IV

- Create another instance of a Dog named 'lassie'

## Part V

- Change and display the attribute for lassie but not rover

# Name Of The Complete Solution

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