

Solutions

Each answer shows the steps, then the **result**.

2.1

- a class is a blueprint; an object is a specific instance created from it

2.2

- an attribute is the object's data; a method is a behaviour the object can perform

2.3

- yes

3.1 B

3.2 C

3.3

(a)

- an object (an instance)

(b)

- its attributes

(c)

- its methods