Solution 2: Give me your feature name and I’ll call you

ETH Zurich

1 Zurich needs more stations

Listing 1: More feature calls

```java
explore
   -- Modify the map.
do
   Zurich.add_station("Zoo", 1600, 500)
   Zurich.connect_station(6, "Zoo")
   Zurich.map.update
   Zurich.map.fit_to_window
   wait (3)
   Zurich.map.station_view(Zurich.station("Zoo")).highlight
   wait (1)
   Zurich.map.station_view(Zurich.station("Zoo")).unhighlight
   wait (1)
   Zurich.map.station_view(Zurich.station("Zoo")).highlight
   wait (1)
   Zurich.map.station_view(Zurich.station("Zoo")).unhighlight
   wait (1)
   Zurich.map.station_view(Zurich.station("Zoo")).highlight
   wait (1)
   Zurich.map.station_view(Zurich.station("Zoo")).unhighlight
end
```

2 Introducing yourself

Listing 2: Introduction

```java
execute
   -- Run application.
do
   Io.put_string("Name: ")
   Io.put_string("John Smith")
   Io.new_line
   Io.put_string("Age: ")
   Io.put_integer(20)
   Io.new_line
   Io.put_string("Mother tongue: ")
   Io.put_string("English")
   Io.new_line
   Io.put_string("Has a cat: ")
```
Io.put\_boolean (True)
end

3 Command or Query?

1. name is a query.
2. buildings is a query.
3. add\_line is a command.
4. connecting\_lines is a query.
5. move\_all is a command.
6. north is a query.

4 Objects and Classes

The order in which the questions and the answers appear here in the solution may vary because they are randomly shuffled at each attempt.

- One class is a template for defining a set of possible objects.
- Each object is an instance of its generating class.
- While classes exist only in the software text, objects exist during execution as well.
- In software text objects are visible and represented by names denoting run-time instances of classes.
- One class represents a category of things. One object represents one of these things.