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

ETH Zurich

1 Zurich needs more stations

Listing 1: More feature calls

```
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

```
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: ”)
```
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 MOOC: 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.