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.