

Introduction to Computer Science

Homework Seven

Due Sunday March 6, 2011

General Instructions

- Please email me the programs as a .py attachment.
- Name your programs with a helpful name. Include your name somewhere in the file name.
- Your program should be fully commented. Be sure to include your name and the date and an overall description of what the program does, in addition to any other comments that are needed.

1. Modify the multiplying sheep program from class in the following ways:
 - (a) Add a member variable `age` to the Sheep class.
 - (b) Make it so that if the sheep reach a certain age (perhaps 10 or so) they die and are removed from the program.
 - (c) **Optional:** Put in a delay so that the sheep don't start making new sheep until they reach a certain age.
2. **Alternatively:** If you don't like the sheep example, write some other program involving classes. The program should define one or more classes, and each class should have several member variables and methods. One possibility is exercise 11 in chapter 10 from Zelle.
3. Zelle, chapter 11, exercise 8.
4. Zelle, chapter 11, exercise 10.
5. **Optional:** Zelle, chapter 11, exercise 11. I'd think one could have fun with this. What would our website look like if the phrase human ecology was censored? What would text look like if instead of censoring, words were changed or swapped in some way?