### 作业3  
def count\_data\_types(func):  
 counts = {'int': 0, 'float': 0, 'str': 0}  
  
 def wrapper(\*args, \*\*kwargs):  
 data = func(\*args, \*\*kwargs)  
 for item in data:  
 if isinstance(item, int):  
 counts['int'] += 1  
 elif isinstance(item, float):  
 counts['float'] += 1  
 elif isinstance(item, str):  
 counts['str'] += 1  
 print("Data type counts:", counts)  
 return data  
  
 return wrapper  
  
class EnhancedRandomDataGenerator(RandomDataGenerator):  
 @count\_data\_types  
 def generate\_data(self):  
 return super().generate\_data()  
  
# 示例用法  
enhanced\_generator = EnhancedRandomDataGenerator(data\_structures)  
print(enhanced\_generator.generate\_data())