**Experiment 3.1**

**Aim:** To write python program to Implement different types of exceptions.

**Solution:**

Constructor

class Robot:

"""Represents a robot, with a name."""

# A class variable, counting the number of robots

population = 0

def \_\_init\_\_(self, name):

"""Initializes the data."""

self.name = name

print("(Initializing {})".format(self.name))

# When this person is created, the robot

# adds to the population

Robot.population += 1

def die(self):

"""I am dying."""

print("{} is being destroyed!".format(self.name))

Robot.population -= 1

if Robot.population == 0:

print("{} was the last one.".format(self.name))

else:

print("There are still {:d} robots working.".format(

Robot.population))

def say\_hi(self):

"""Greeting by the robot.

Yeah, they can do that."""

print("Greetings, my masters call me {}.".format(self.name))

@classmethod

def how\_many(cls):

"""Prints the current population."""

print("We have {:d} robots.".format(cls.population))

droid1 = Robot("R2-D2")

droid1.say\_hi()

Robot.how\_many()

droid2 = Robot("C-3PO")

droid2.say\_hi()

Robot.how\_many()

print("\nRobots can do some work here.\n")

print("Robots have finished their work. So let's destroy them.")

droid1.die()

droid2.die()

Robot.how\_many()

