In [1]:	the value of the integer, return the integer value, print the integer value, check whether the integer is negative.
	<pre>'''Check whether the integer is negative or not''' def set_integer(self): selfnum = int(input("Enter the integer : ")) def rtn_integer(self): </pre>
	<pre>print("Return Integer is : ",str(selfnum)) def print_integer(self): print('Print the integer is : ',str(selfnum)) def check_integer(self): print('*' * 60) if selfnum > 0 or selfnum == 0: print(str(self. num) + ' is the positve integer.')</pre>
	<pre>else: print(str(selfnum) + ' is the negative integer.') print("* " * 60) num = Number() num.set_integer() num.rtn_integer() num.print_integer()</pre>
	num.check_integer() Enter the integer : -20 Return Integer is : -20 Print the integer is : -20 ***********************************
n []:	Q2.Create a class that can calculate the perimeter/ circumference and area of a regular shape. The
[n [2]:	<pre>'''Area and perimeter of a square.''' definit(self,a): selfarea = a</pre>
	<pre>def area_of_square(self): print("Area of the square is : ",selfarea * selfarea) def perimeter_of_square(self): print('*' * 50) print("Perimeter / Circumference of the square is : ", 4 * selfarea) s= square(10)</pre>
·n []•	<pre>s.area_of_square() s.perimeter_of_square() Area of the square is: 100 ***********************************</pre>
In []:	Q3.Create a class called student which contains the data members called rollno, sname and branch. The class should contain methods to initialize the data members and to set and display data members. Finally, the class should contain the del method to release the memory at the time of
In [3]:	object destruction. Test your class with at least two objects of the student class class Student: definit(self,r=0,s='',b=''): selfrno = r
	<pre>selfname = s selfbranch = b def set_data(self,r,s,b): selfrno = r selfname = s selfbranch = b</pre>
	<pre>def display_data(self): print('The student '+selfname+ ' Roll.No is '+ str(selfrno)+' and the branch is :',selfbranch) defdel(self): print("Deleting the object",str(self)) stu = Student(26,'Aravindh','CSE') stu.display_data() print('* ' * 50)</pre>
	stu1 = Student(37, 'Aravindh', 'CSE') stu1.display_data() Deleting the object <mainstudent 0x00000196bb864b50="" at="" object=""> The student Aravindh Roll.No is 26 and the branch is : CSE * * * * * * * * * * * * * * * * * * *</mainstudent>
în []:	
In [4]:	Q4.Modify the student class defined in Q. No. 1 in so that it now includes a class variable to count the number of student objects created from this class and also add a class function in order to display the value of the class variable. The modified class should be named as student1 class.
	<pre>c = 0 definit(self,r=0,s='',b=''): Student1.count() selfrno = r selfname = s selfbranch = b</pre>
	<pre>def set_data(self,r,s,b): selfrno = r selfname = s selfbranch = b def display_data(self): print('The student '+selfname+ ' Roll.No is '+ str(selfrno)+' and the branch is :',selfbranch) @classmethod</pre>
	<pre>def count(cls): cls.c += 1 stu = Student1(26, 'Aravindh', 'ECE') stu1 = Student1(37, 'Gayu', 'ECE') stu3 = Student1()</pre>
	print("Number of student object created so far: ",Student1.c) Deleting the object <mainstudent 0x00000196bb882700="" at="" object=""> Deleting the object <mainstudent 0x00000196bb8641c0="" at="" object=""> Number of student object created so far: 3</mainstudent></mainstudent>
in []:	Q5.Apply the vars() and dir() global function on student and student1 classes
[11]:	<pre>print("Global vars function to class student") print(vars(Student)) print('*' * 120) print("Global vars function to class student1") print(vars(Student1)) print('*' * 120) print("Global dir function to class student")</pre>
	<pre>print(dir(Student)) print('*' * 120) print("Global dir function to class student1") print(dir(Student1)) Global vars function to class student {'module': 'main', 'init': <function 0x00000196bb84df70="" at="" studentinit="">, 'marks': <function 0x00000196bc8720d0="" at="" student.marks="">, 'str': <function 00000196bc872160="" at="" studentstr="">, 'doc': None}</function></function></function></pre>

n []:	**************************************
	Q6.Create a class called Date. It should contain data members day, month and year. It should also contain functions to set and display date, as well as function to initialize date objects. Overload the == operator to check if two dates are equal
[12]:	<pre>class Date: '''Method Overloading''' definit(self,d=0,m=0,y=0): selfday = d selfmonth = m selfyear = y</pre>
	<pre>defeq(self,other): if selfday == otherday and selfmonth == othermonth and selfyear == otheryear: return 'Both Dates are Equal' else: return 'Both Dates are not equal' defstr(self): print('Equals of ' + str(selfyear) + ' and ' + str(self.other))</pre>
	<pre>d = Date(15,9,1998) d1 = Date(15,9,1998) print("Check 1 : ", d == d1) d2 = Date(19,5,1999)</pre>
	<pre>d3 = Date(15,9,1998) print("Check 2 : ", d2 == d3) #rint(Datedocstring) Check 1 : Both Dates are Equal Check 2 : Both Dates are not equal</pre>
[n []:	Q7.Create a class called weather that has a list containing weather parameters. Overload the in operator that checks whether an item is present in the list or not.
n [13]:	<pre>class Weather: definit(self,t,c,f): selftemperature = t selfcelsius = c selffarenheit = f</pre>
	<pre>self.list = [selftemperature, selfcelsius, selffarenheit] def set_data(self,t,c,f): selftemperature = t selfcelsius = c selffarenheit = f def weather_display(self):</pre>
	<pre>return self.list def check(self,w): if w in self.list: print("Item present in the list named as ,",str(w)) else: print("Item not present in the list named as , ",str(w))</pre>
	<pre>defdel(self): print("Deleting the object",str(self)) wh = Weather("Temperature","Celsius","Farenheit") wh.weather_display() wh.check('moisture')</pre>
	<pre>print("Deleting the object", str(self)) wh = Weather("Temperature", "Celsius", "Farenheit") wh.weather_display()</pre>
n []:	<pre>print("Deleting the object",str(self)) wh = Weather("Temperature","Celsius","Farenheit") wh.weather_display() wh.check('moisture') print(' *' * 50) wh1 = Weather("Temperature","Celsius","Moisture") wh1.weather_display() wh1.check('Temperature') Deleting the object < _mainWeather object at 0x00000196B8882BE0> Item not present in the list named as , moisture</pre>
	print("Deleting the object", str(self)) wh = Weather("Temperature", "Celsius", "Farenheit") wh. weather display() wh. check("moisture") print(" ** 56) wh1 = Weather("Temperature", "Celsius", "Moisture") wh1.weather display() wh1.check("Temperature") Deleting the object < _mainWeather object at 0x0000019688882BE0> Item not present in the list named as , moisture
	print("Deleting the object", str(self)) wh = Weather("Temperature", "Celsius", "Farenheit") wh. weather_display() wh.check("moisture") print(" ** 56) wh1 = Weather("Temperature", "Celsius", "Moisture") wh1.weather_display() wh1.check("Temperature") Deleting the object <_mainWeather object at 0x00000196BB8822BE0> Item not present in the list named as , moisture
	print("Deleting the object", str(self)) wh = Weather("Temperature", "Celsius", "Farenheit") wh.weather_display() wh.chck("modesture") print(" * " * 50) whl = Weather("Temperature", "Celsius", "Woisture") whl.weather_display() whl.check("Temperature") Deleting the object <_mainWeather object at 0x00000196888225E0> Item not present in the list named as , moisture ***********************************
	print("Deleting the object",str(self)) wh = Meather("Temperature","Celsius","Farenheit") wh.weather_display() wh.check("moisture") print(" ** 58) wh = Meather_display() whi.weather_display() whi
	wh - waster ("researcher", "Colsiss", "facehett") who heavether distributed by the content of th
n [8]:	## - Machine ("Tongorature", "Calcisis", "Forenbett") ## - Machine ("Tongorature", "Calcisis", "Forenbett') ## - Machine ("Tongorature", "Calcisis "Forenbett') ## - Machine ("Tongorature", "Calcisis", "Forenbet
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n [8]: n [9]:	QB. Create a class called complex containing real and imaginary parts and then use it to check whether two objects are of the same type, whether their attributes are same and whether they are pointing to the same object. Containing the containing the containing real and imaginary parts and then use it to check whether two objects are of the same type, whether their attributes are same and whether they are pointing to the same object. Containing the c
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n [8]: n [9]:	Q8. Create a class called complex containing real and imaginary parts and then use it to check whether two objects are of the same type, whether their attributes are same and whether they are pointing to the same object Q8. Create a class called complex containing real and imaginary parts and then use it to check whether two objects are of the same type, whether their attributes are same and whether they are pointing to the same object Q9. Create a class called department with the attributes depthagment and deptid. Modify the student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified student class defined in Q.No. 3 such that it contains an object of department class. Name the new modified
n [9]: n []: n []:	OR Create a class called complex containing real and imaginary parts and then use it to check whether two objects are of the same type, whether their attributes are same and whether they are pointing to the same object. OR Greate a class called complex containing real and imaginary parts and then use it to check whether two objects are of the same type, whether their attributes are same and whether they are pointing to the same object. OR Greate a class called complex containing real and imaginary parts and then use it to check whether two objects are of the same object. OR Greate a class called department of the same object of department class. Name the new modified student class as student class as student class as students. OR Greate a class called department with the attributes deptname and deptid. Modify the student class defined in QNO. 3 such that it contains an object of department class. Name the new modified student class as students. OR Greate a class called department with the attributes deptname and deptid. Modify the student class defined in QNO. 3 such that it contains an object of department class. Name the new modified student class as students. OR Greate a class called department with the attributes deptname and deptid. Modify the student class defined in QNO. 3 such that it contains an object of department class. Name the new modified student class as students. OR Greate a class called Person. From this class, inherit another class called student. Assume suitable data members and member functions for these two classes, in both the classes, define the str function and demonstrate method overriding.