Batch: G3	**Roll No.: 16010421063**
Experiment / assignment / tutorial No.	
Grade: AA / AB / BB / BC / CC / CD /DD	
Signature of the Staff In-charge with date	

TITLE: Class, Object , Types of methods and Constructor

AIM: Write a program to create StudentInfo class .Calculate the percentage scored by the student

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Expected OUTCOME of Experiment: Apply Object oriented programming concepts in Python

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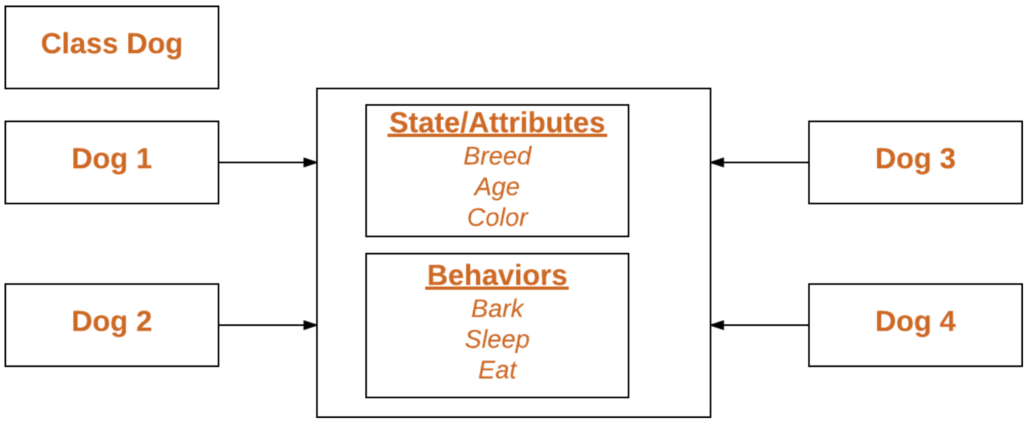
Resource Needed: Python IDE

Theory:
Python is an object oriented programming language. Almost everything in Python is an object, with its properties and methods .A Class is like an object constructor, or a "blueprint" for creating objects. Objects are an encapsulation of variables and functions into a single entity. Objects get their variables and functions from classes. Classes are essentially a template to create your objects.

Example :
```
class MyClass:
    variable = "hello"
    def function(self):
        print("This is a message inside the class.")
myobjectx = MyClass()
```

The self-parameter is a reference to the current instance of the class, and is used to access variables that belong to the class. It does not have to be named self you can call it whatever you like, but it has to be the first parameter of any function in the class.



Public Members of a class (data and methods) are accessible from outside the class. Private members are inaccessible from outside the class. Private members by convention start with an underscore, as _name, _age, _salary.

There are three types of methods in Python: instance methods, static methods, and class methods.

Instance methods:

Instance methods are the most common type of methods in Python classes. These are so called because they can access unique data of their instance. Instance methods must have self as a parameter. Inside any instance method, you can use self to access any data or methods that may reside in your class. You won't be able to access them without going through self.

Static methods:

Static methods are methods that are related to a class in some way, but don't need to access any class-specific data. You don't have to use self, and you don't even need to instantiate an instance

Class methods: They can't access specific instance data, but they can call other static methods. Class methods don't need self as an argument, but they do need a parameter called cls. This stands for class, and like self, gets automatically passed in by Python. Class methods are created using the @classmethod decorator.

Example:

```
class MyClass:
    def method(self):
        return 'instance method called', self

    @classmethod
    def classmethod(cls):
        return 'class method called', cls
    @staticmethod
    def staticmethod():
        return 'static method called
```

Constructors in Python

Constructors are generally used for instantiating an object. The task of constructors is to initialize (assign values) to the data members of the class when an object of class is created. In Python the __init_() method is called the constructor and is always called when an object is created.
Syntax of constructor declaration:

```
def_init_(self):
    # body of the constructor
```

Types of constructors:

- **Default constructor:** The default constructor is simple constructor which doesn’t accept any arguments. It’s definition has only one argument which is a reference to the instance being constructed.
- **Parameterized constructor**: constructor with parameters is known as parameterized constructor. The parameterized constructor take its first argument as a reference to the instance being constructed known as self and the rest of the arguments are provided by the programmer.

Python built-in function

The built-in functions defined in the class are described in the following table.

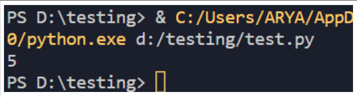
SN	Function	Description
1	getattr(obj,name,default)	It is used to access the attribute of the object.
2	setattr(obj, name,value)	It is used to set a particular value to the specific attribute of an object.
3	delattr(obj, name)	It is used to delete a specific attribute.

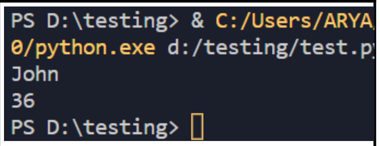
4	hasattr(obj, name)	It returns true if the object contains some specific attribute.

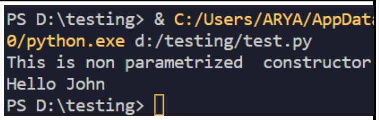
Problem Definition:

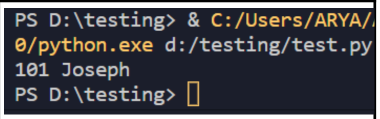
1. For given program find output

Sr.No	Program	Output

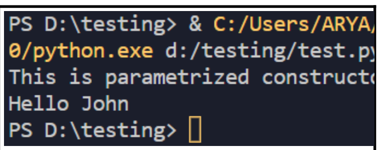
1	class MyClass:
	  x = 5
	
	p1 = MyClass()
	print(p1.x)
		
		PS D:\testing> & C:/Users/ARYA/AppD
		0/python.exe d:/testing/test.py
		5
		PS D:\testing>

2	class Person:
	  def_init_(self, name, age):
	    self.name = name
	    self.age = age
	
	p1 = Person("John", 36)
	
	print(p1.name)
	print(p1.age)
		
		PS D:\testing> & C:/Users/ARYA
		0/python.exe d:/testing/test.p
		John
		36
		PS D:\testing>

3	class Student:
	    # Constructor - non parameterized
	    def_init_(self):
	        print("This is non parametrized constructor")
	    def show(self,name):
	        print("Hello",name)
	student = Student()
	student.show("John")
		
		PS D:\testing> & C:/Users/ARYA/AppDat
		0/python.exe d:/testing/test.py
		This is non parametrized constructor
		Hello John
		PS D:\testing>

4	class Student:
	    roll_num = 101
	    name = "Joseph"
	
	    def display(self):
	        print(self.roll_num,self.name)
	
	st = Student()
	st.display()
		
		PS D:\testing> & C:/Users/ARYA/
		0/python.exe d:/testing/test.py
		101 Joseph
		PS D:\testing>

5	class Student:
	    # Constructor - parameterized
	    def_init_(self, name):	

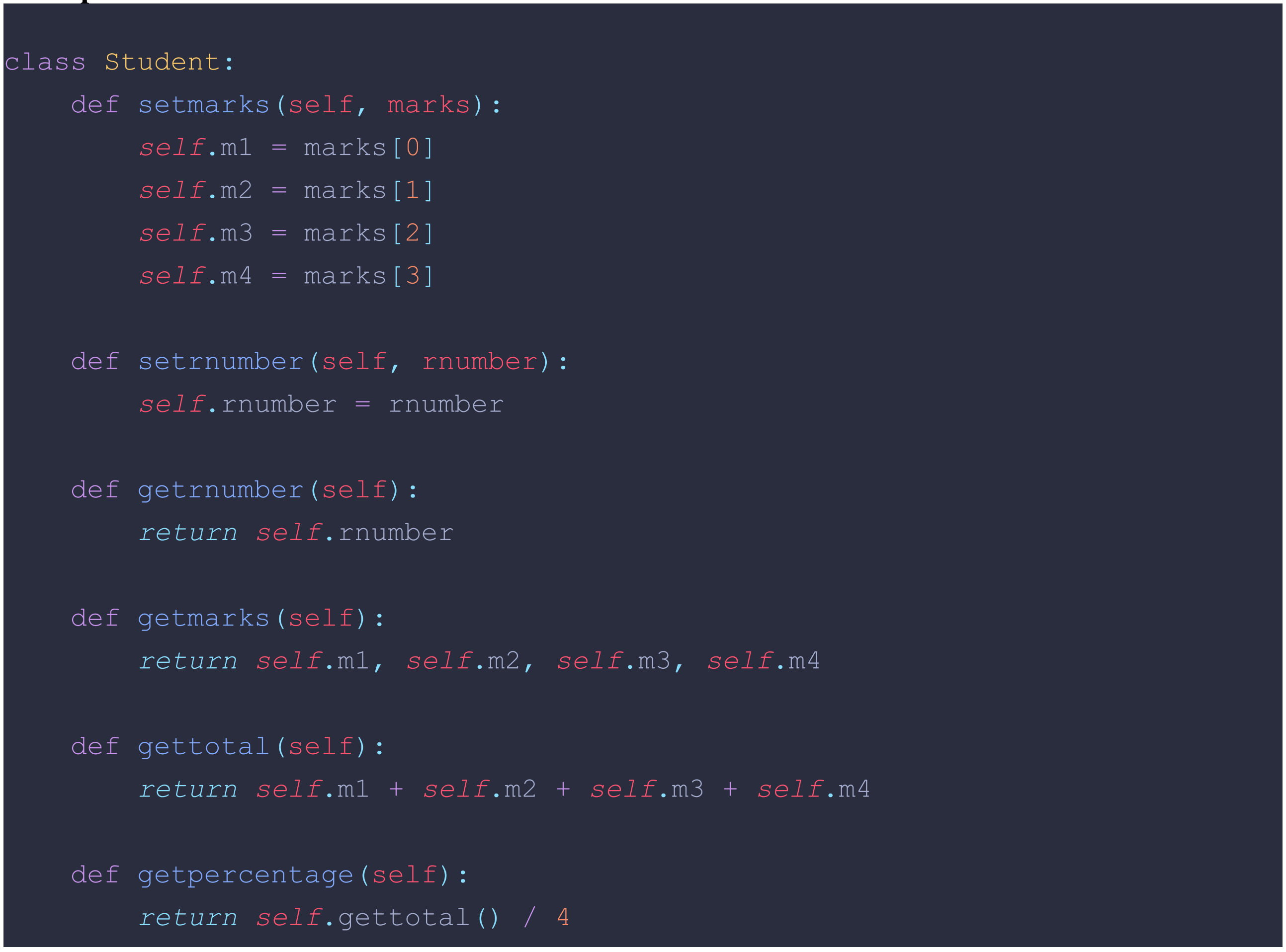
	print("This is parametrized constructor")
	self.name = name
	def show(self):
	print("Hello",self.name)
	student = Student("John")
	student.show()
		
		PS D:\testing> & C:/Users/ARYA/
		0/python.exe d:/testing/test.py
		This is parametrized constructo
		Hello John
		PS D:\testing>

2. Write a program to accept Roll Number, Marks Obtained in four subjects, calculate total Marks and percentage scored by the student. Display the roll number, marks obtained, total marks and the percentage scored by the student. Use getter-setter methods.

Books/ Journals/ Websites referred:

1. Reema Thareja, *Python Programming: Using Problem Solving Approach*, Oxford University Press, First Edition 2017, India
2. Sheetal Taneja and Naveen Kumar, *Python Programming: A modular Approach*, Pearson India, Second Edition 2018,India

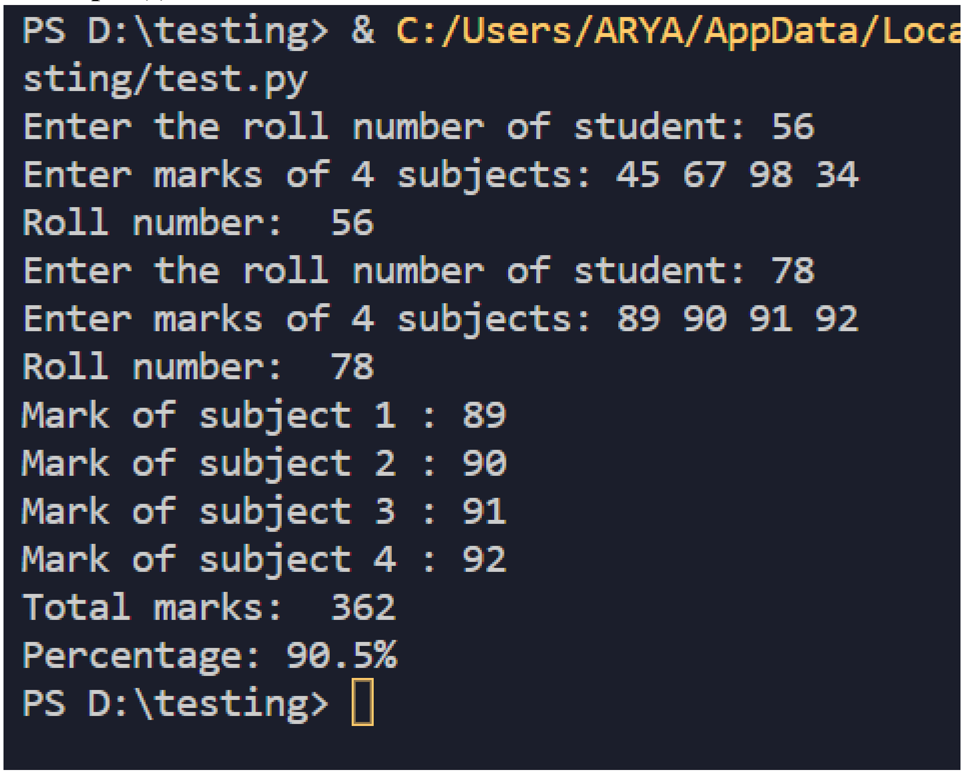
Implementation details:



```python
class Student:
    def setmarks(self, marks):
        self.m1 = marks[0]
        self.m2 = marks[1]
        self.m3 = marks[2]
        self.m4 = marks[3]

    def setrnumber(self, rnumber):
        self.rnumber = rnumber

    def getrnumber(self):
        return self.rnumber

    def getmarks(self):
        return self.m1, self.m2, self.m3, self.m4

    def gettotal(self):
        return self.m1 + self.m2 + self.m3 + self.m4

    def getpercentage(self):
        return self.gettotal() / 4
```

```
Student1 = Student()
Student1.setrnumber(int(input("Enter the roll number of student: ")))
marks=list(map(int,input("Enter marks of 4 subjects: ").split()))
Student1.setmarks(marks)

print("Roll number: ", Student1.getrnumber())
x=Student1.getmarks()
for i in range(len(x)):
    print("Mark of subject",i+1,":",x[i])
print("Total marks: ", Student1.gettotal())
print(f"Percentage: {Student1.getpercentage()}%")
```

Output(s):



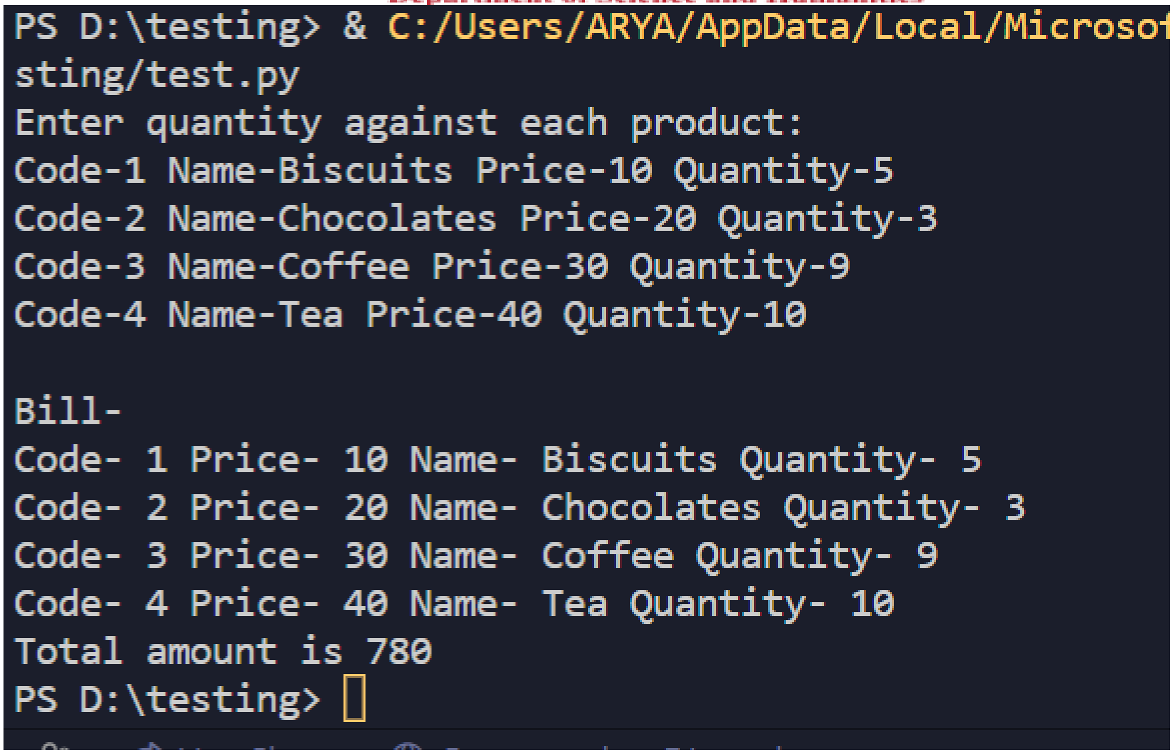
```
PS D:\testing> & C:/Users/ARYA/AppData/Loca
sting/test.py
Enter the roll number of student: 56
Enter marks of 4 subjects: 45 67 98 34
Roll number:  56
Enter the roll number of student: 78
Enter marks of 4 subjects: 89 90 91 92
Roll number:  78
Mark of subject 1 : 89
Mark of subject 2 : 90
Mark of subject 3 : 91
Mark of subject 4 : 92
Total marks:  362
Percentage: 90.5%
PS D:\testing> 
```

Conclusion:
Object oriented programming concepts in Python has been successfully understood and implemented.

Post Lab Questions:

1. Write a program that has a class ‘store’ which keeps a record of code and price of each product. Display a menu of all products to the user and prompt them to enter the quantity of each item required. Generate a bill and display the total amount.

```
class Store:
    def __init__(self):
        self.product=[

{'code':'1','name':'Biscuits','price':'10','quantity':'0'},

{'code':'2','name':'Chocolates','price':'20','quantity':'0'},
            {'code':'3','name':'Coffee','price':'30','quantity':'0'},
            {'code':'4','name':'Tea','price':'40','quantity':'0'},
        ]

    def display(self):
        print("Enter quantity against each product: ")
        for i in self.product:
                         i["quantity"]=  int(input(f"Code-{i['code']}
Name-{i['name']} Price-{i['price']} Quantity-"))

    def bill(self):
        total=0
        print("\nBill- ")
        for i in self.product:
                 print(f"Code- {i['code']} Price- {i['price']} Name-
{i['name']} Quantity- {i['quantity']}")
            total+=int(i["price"])*i["quantity"]
        print(f"Total amount is {total}")


s=Store()
s.display()
s.bill()
```



```
PS D:\testing> & C:/Users/ARYA/AppData/Local/Microso
sting/test.py
Enter quantity against each product:
Code-1 Name-Biscuits Price-10 Quantity-5
Code-2 Name-Chocolates Price-20 Quantity-3
Code-3 Name-Coffee Price-30 Quantity-9
Code-4 Name-Tea Price-40 Quantity-10

Bill-
Code- 1 Price- 10 Name- Biscuits Quantity- 5
Code- 2 Price- 20 Name- Chocolates Quantity- 3
Code- 3 Price- 30 Name- Coffee Quantity- 9
Code- 4 Price- 40 Name- Tea Quantity- 10
Total amount is 780
PS D:\testing> 
```

2. What is the use of getter and setter methods?
   Getters and setters are used in many object-oriented programming languages to ensure the principle of data encapsulation. They are known as mutator methods as well. Data encapsulation is seen as the bundling of data with the methods that operate on these data. These methods are of course the getter for retrieving the data and the setter for changing the data. According to this principle, the attributes of a class are made private to hide and protect them from other code.

Date:_______________ **Signature of faculty in-charge**