Inspiring Excellence

Course Title: Programming Language II
Course Code: CSE 111
Lab Assignment no: 4

Question 1

Suppose your little sibling wants your help to check his math homework. He is done with his homework but wants you to see if all his results are correct. Since the student with all correct results gets 3 stars. However, you want your brother to check this on his own. So, you design a calculator for him in python. You could have given your scientific calculator but you wanted to give him a basic calculator and also wanted to see if you can even design one.

Subtasks:

1. Create a class called Calculator.
2. Your class shall have 1 constructor and 4 methods, namely add, subtract, multiply and divide.
3. Now, create an object of your class. After creating an object, it should print “Let’s Calculate!”
4. Then take 3 inputs from the user: first value, operator, second value
5. Now based on the given operator, call the required method and print the result.

Sample Input:

1

+

2

Sample Output:

Let’s Calculate!

Value 1: 1

Operator: +

Value 2: 2

Result: 3

Question 2

Write a class called **Customer** with the required constructor and methods to get the following output.

Subtasks:

1. Create a class called Customer.
2. Create the required constructor.
3. Create a method called **greet** that works if no arguments are passed or if one argument is passed. *(Hint: You may need to use the keyword NONE)*
4. Create a method called **purchase** that can take as many arguments as the user wants to give.

[You are not allowed to change the code below]

# Write your codes for subtasks 1-4 here.	***OUTPUT:***
	Hello!
customer_1 = Customer("Sam")	Sam, you purchased 3 item(s):
customer_1.greet()	chips
customer_1.purchase("chips", "chocolate", "orange juice")	chocolate
print("----------")	orange juice
customer_2 = Customer("David")	----------
customer_2.greet("David")	Hello David!
customer_2.purchase("orange juice")	David, you purchased 1 item(s):
	orange juice

Question 3

The Giant Panda Protection and Research Center in the Sichuan province of southwest China, actually employs a category of workers known as panda nannies. The primary responsibility is to play with adorable panda cubs and name them, determine gender, keep track of their age and hours they sleep. So being a programmer panda nanny, you will create a code that will do all these works for you.

1. Create a class named **Panda** and also write the constructor.
2. Access the instance attributes and print them in the given format.
3. Call instance methods to keep track of their daily hours of sleep.
4. Suppose consulting with other panda nannies you have set some criteria based on which you will make their diet plans. The criteria are:
   ** Mixed Veggies for pandas having 3 to 5 hours (included) of sleep daily.
   ** Eggplant & Tofu for pandas having 6 to 8 hours (included) of sleep daily.
   ** Broccoli Chicken for pandas having 9 to 11 hours (included) of sleep daily.
   ** Lastly if no arguments are passed then just give it bamboo leaves.

Now handle this problem modifying the method designed to keep track of their daily hours of sleep and determine diet plan using method overloading.

[You are not allowed to change the code below]

#Write your code here for subtasks 1-4.	***OUTPUT:***
panda1 = Panda("Kunfu","Male", 5) panda2=Panda("Pan Pan","Female",3) panda3=Panda("Ming Ming","Female",8) print("{} is a {} Panda Bear who is {} years old".format(panda1.name,panda1.gender,panda1.age)) print("{} is a {} Panda Bear who is {} years old".format(panda2.name,panda2.gender,panda2.age)) print("{} is a {} Panda Bear who is {} years old".format(panda3.name,panda3.gender,panda3.age)) print(panda2.sleep(10)) print(panda1.sleep(4)) print(panda3.sleep())	Kunfu is a Male Panda Bear who is 5 years old Pan Pan is a Female Panda Bear who is 3 years old Ming Ming is a Female Panda Bear who is 8 years old Pan Pan sleeps 10 hours daily and should have Broccoli Chicken Kunfu sleeps 4 hours daily and should have Mixed Veggies Ming Ming's duration is unknown thus should have only bamboo leaves

Question 4

Analyze the given code below to write **Cat** class to get the output as shown.

Hints:

- *Remember, the constructor is a special method. Here, you have to deal with constructor overloading which is similar to method overloading.*
- *You may need to use the keyword None*
- *Your class should have 2 variables*

[You are not allowed to change the code below]

#Write your code here	***OUTPUT***
c1 = Cat() c2 = Cat("Black") c3 = Cat("Brown", "jumping") c4 = Cat("Red", "purring") c1.printCat() c2.printCat() c3.printCat() c4.printCat() c1.changeColor("Blue") c3.changeColor("Purple") c1.printCat() c3.printCat()	White cat is sitting Black cat is sitting Brown cat is jumping Red cat is purring Blue cat is sitting Purple cat is jumping

Question 5

[You are not allowed to change the code below]

Design a "**Vehicle**" class. A vehicle assumes that the whole world is a 2-dimensional graph paper. It maintains its x and y coordinates (both are integers). Any new object created of the Vehicle class will always start at the coordinates (0,0).

It must have methods to move up, down, left, right and a print_position() method for printing the current coordinate.

Note: All moves are 1 step. That means a single call to any move method changes the value of either x or y or both by 1.

# Write your class here	***OUTPUT***
car = Vehicle() car.print_position() car.moveUp() car.print_position() car.moveLeft() car.print_position() car.moveDown() car.print_position() car.moveRight()	(0,0) (0,1) (-1,1) (-1,0)

Question 6

Design the **Programmer** class such a way so that the following code provides the expected output.

Hint:

- Write the constructor with appropriate printing and multiple arguments.
- Write the addExp() method with appropriate printing and argument.
- Write the prinDetails() method

[You are not allowed to change the code below]

# Write your code here.	***OUTPUT:***
p1 = Programmer("Ethen Hunt", "Java", 10) p1.printDetails() print('--------------------------') p2 = Programmer("James Bond", "C++", 7) p2.printDetails() print('--------------------------') p3 = Programmer("Jon Snow", "Python", 4) p3.printDetails() p3.addExp(5) p3.printDetails()	Horray! A new programmer is born Name: Ethen Hunt Language: Java Experience: 10 years. -------------------------- Horray! A new programmer is born Name: James Bond Language: C++ Experience: 7 years. -------------------------- Horray! A new programmer is born Name: Jon Snow Language: Python Experience: 4 years. Updating experience of Jon Snow Name: Jon Snow Language: Python Experience: 9 years.

Question 7

Design the **Student** class such a way so that the following code provides the expected output.

Hint:

- Write the constructor with appropriate default value for arguments.
- Write the dailyEffort() method with appropriate argument.
- Write the prinDetails() method. For printing suggestions check the following instructions.
  - If hour <= 2 print 'Suggestion: Should give more effort!'
  - If hour <= 4 print 'Suggestion: Keep up the good work!'
  - Else print 'Suggestion: Excellent! Now motivate others.'

[You are not allowed to change the code below]

# Write your code here.	***OUTPUT:***
harry = Student('Harry Potter', 123) harry.dailyEffort(3) harry.printDetails() print('========================') john = Student("John Wick", 456, "BBA") john.dailyEffort(2) john.printDetails() print('========================') naruto = Student("Naruto Uzumaki", 777, "Ninja") naruto.dailyEffort(6) naruto.printDetails()	Name: Harry Potter ID: 123 Department: CSE Daily Effort: 3 hour(s) Suggestion: Keep up the good work! ======================== Name: John Wick ID: 456 Department: BBA Daily Effort: 2 hour(s) Suggestion: Should give more effort! ======================== Name: Naruto Uzumaki ID: 777 Department: Ninja Daily Effort: 6 hour(s) Suggestion: Excellent! Now motivate others.

Question 8

Implement the design of the **Patient** class so that the following output is produced:

[You are not allowed to change the code below]

# Write your code here.	***OUTPUT:***
p1 = Patient(“Thomas”, 23) p1.add_Symptom(“Headache”) p2 = Patient(“Carol”, 20) p2.add_Symptom(“Vomiting”, “Coughing”) p3 = Patient(“Mike”, 25) p3.add_Symptom(“Fever”, “Headache”, “Coughing”) print("==========") p1.printPatientDetail() print("==========") p2.printPatientDetail() print("==========") p3.printPatientDetail() print("==========")	========== Name: Thomas Age: 23 Symptoms: Headache ========== Name: Carol Age: 20 Symptoms: Vomiting, Coughing ========== Name: Mike Age: 25 Symptoms: Fever, Headache, Coughing ==========

Question 9

Implement the design of the **Avengers** class so that the following output is produced:

[You are not allowed to change the code below]

# Write your code here.	***OUTPUT:***
a1 = Avengers('Captain America', 'Bucky Barnes') a1.super_powers('Stamina', 'Slowed ageing') a2 = Avengers('Doctor Strange', 'Ancient One') a2.super_powers('Mastery of magic') a3 = Avengers('Iron Man', 'War Machine') a3.super_powers('Genius level intellect', 'Scientist ') print("==========") a1.printAvengersDetail() print("==========") a2.printAvengersDetail() print("==========") a3.printAvengersDetail() print("==========")	========== Name: Captain America Partner: Bucky Barnes Super powers: Stamina, Slowed ageing ========== Name: Doctor Strange Partner: Ancient One Super powers: Mastery of magic ========== Name: Iron Man Partner: War Machine Super powers: Genius level intellect, Scientist ==========

Question 10

Design the **Shinobi** class such a way so that the following code provides the expected output.

Hint:

- Write the constructor with appropriate default value for arguments. Set the initial salary and mission to 0.
- Write the changeRank() method with appropriate argument.
- Write the calSalary() method with appropriate argument. Check the following suggestions
  - Update the number of mission from the given argument.
  - If rank == 'Genin' then salary = #mission * 50
  - If rank == 'Chunin' then salary = #mission * 100
  - else salary = #mission * 500
- Write the printInfo() method with appropriate printing.

[You are not allowed to change the code below]

# Write your code here.	***OUTPUT:***
naruto = Shinobi("Naruto", "Genin") naruto.calSalary(5) naruto.printInfo() print('====================') shikamaru = Shinobi('Shikamaru', "Genin") shikamaru.printInfo() shikamaru.changeRank("Chunin") shikamaru.calSalary(10) shikamaru.printInfo() print('====================') neiji = Shinobi("Neiji", "Jonin") neiji.calSalary(5) neiji.printInfo()	Name: Naruto Rank: Genin Number of mission: 5 Salary: 250 ==================== Name: Shikamaru Rank: Genin Number of mission: 0 Salary: 0 Name: Shikamaru Rank: Chunin Number of mission: 10 Salary: 1000 ==================== Name: Neiji Rank: Jonin Number of mission: 5 Salary: 2500