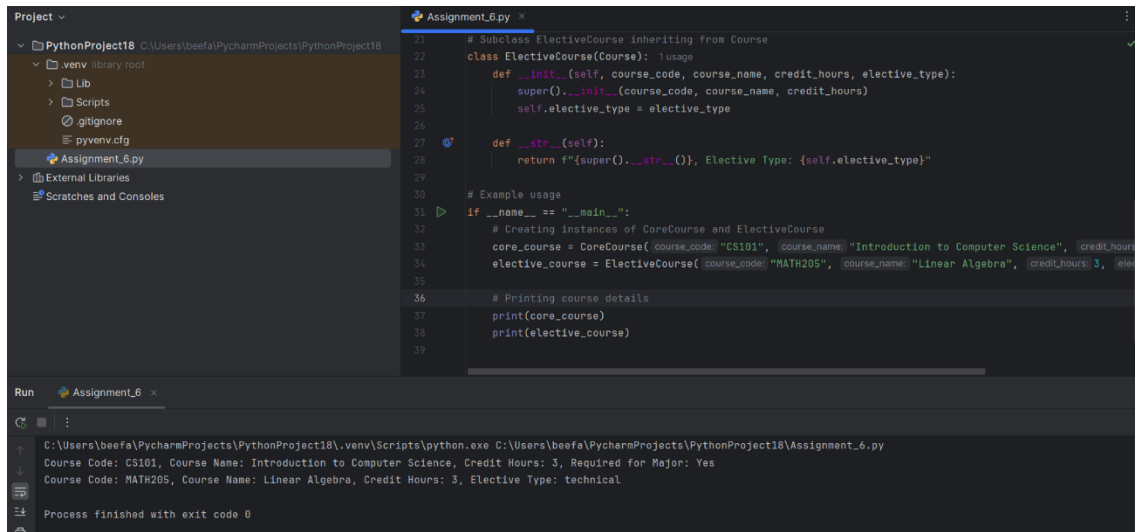


Exercise 1



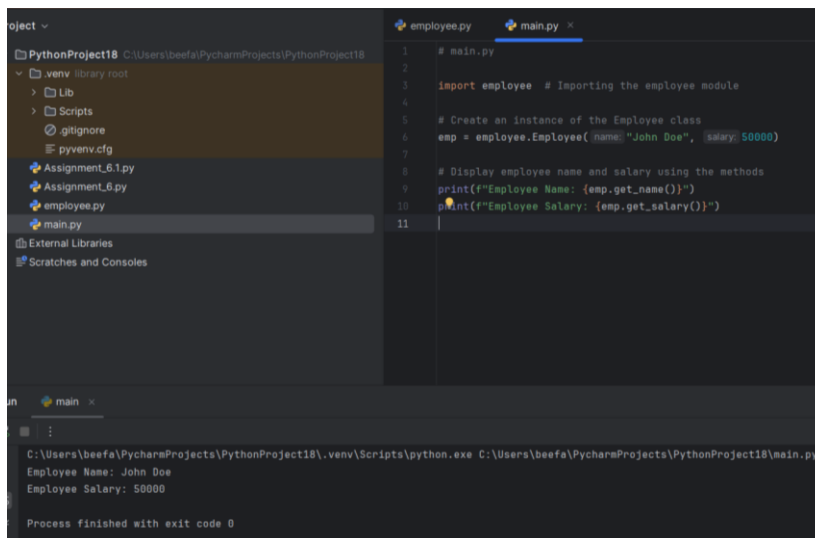
The screenshot shows the PyCharm IDE with a project named 'PythonProject18'. The file explorer on the left shows the project structure, including a virtual environment and a file named 'Assignment_6.py'. The main editor displays the code for 'Assignment_6.py', which defines a class 'ElectiveCourse' that inherits from 'Course'. The code includes an '.__init__' method that calls the parent class's '.__init__' method and sets 'elective_type'. It also includes a '.__str__' method that returns a string representation of the object. The code is executed, and the output window shows the results of the execution.

```
21 # Subclass ElectiveCourse inheriting from Course
22 class ElectiveCourse(Course):
23     def __init__(self, course_code, course_name, credit_hours, elective_type):
24         super().__init__(course_code, course_name, credit_hours)
25         self.elective_type = elective_type
26
27     def __str__(self):
28         return f"({super().__str__()}, Elective Type: {self.elective_type})"
29
30 # Example usage
31 if __name__ == "__main__":
32     # Creating instances of CoreCourse and ElectiveCourse
33     core_course = CoreCourse(course_code="CS101", course_name="Introduction to Computer Science", credit_hours=3, required_for_major=True)
34     elective_course = ElectiveCourse(course_code="MATH205", course_name="Linear Algebra", credit_hours=3, elective_type="technical")
35
36 # Printing course details
37 print(core_course)
38 print(elective_course)
39
```

Run Assignment_6

```
C:\Users\beefa\PycharmProjects\PythonProject18\.venv\Scripts\python.exe C:\Users\beefa\PycharmProjects\PythonProject18\Assignment_6.py
Course Code: CS101, Course Name: Introduction to Computer Science, Credit Hours: 3, Required for Major: Yes
Course Code: MATH205, Course Name: Linear Algebra, Credit Hours: 3, Elective Type: technical
Process finished with exit code 0
```

Exercise 2



The screenshot shows the PyCharm IDE with a project named 'PythonProject18'. The file explorer on the left shows the project structure, including a virtual environment and files named 'Assignment_6.1.py', 'Assignment_6.py', 'employee.py', and 'main.py'. The main editor displays the code for 'main.py', which imports the 'Employee' class from 'employee.py' and creates an instance of the 'Employee' class. The code also includes a '.__str__' method that returns a string representation of the object. The code is executed, and the output window shows the results of the execution.

```
1 # main.py
2
3 import employee # Importing the employee module
4
5 # Create an instance of the Employee class
6 emp = employee.Employee(name="John Doe", salary=50000)
7
8 # Display employee name and salary using the methods
9 print(f"Employee Name: {emp.get_name()}")
10 print(f"Employee Salary: {emp.get_salary()}")
11
```

Run main

```
C:\Users\beefa\PycharmProjects\PythonProject18\.venv\Scripts\python.exe C:\Users\beefa\PycharmProjects\PythonProject18\main.py
Employee Name: John Doe
Employee Salary: 50000
Process finished with exit code 0
```