# 1-misol

# class Talaba:

# def \_\_init\_\_(self, ism, yosh, bahosi):

# self.ism = ism

# self.yosh = yosh

# self.bahosi = bahosi

# self.umumiy\_bali = 0

# def baho\_qoyish(self, baho):

# self.umumiy\_bali += baho

# def natijani\_chiqar(self):

# print(f"{self.ism}ning natijasi: {self.umumiy\_bali}")

# talabalar = []

# talabalar.append(Talaba("aziz", 20, 85))

# talabalar.append(Talaba("ozodbek", 19, 92))

# talabalar.append(Talaba("Hasan", 21, 78))

# talabalar.append(Talaba("oyatullo", 20, 88))

# talabalar.append(Talaba("Abdulaziz", 19, 95))

# talabalar.append(Talaba("samandar", 21, 82))

# talabalar.append(Talaba("Elbek", 20, 90))

# talabalar.append(Talaba("komil", 19, 87))

# talabalar.append(Talaba("hushnud", 21, 91))

# talabalar.append(Talaba("oybek", 20, 84))

# talabalar.sort(key=lambda talaba: talaba.yosh)

# for talaba in talabalar:

# talaba.natijani\_chiqar()

# 2-misol

# class Talaba:

# def \_\_init\_\_(self, ism, yosh, bahosi):

# self.ism = ism

# self.yosh = yosh

# self.bahosi = bahosi

# def \_\_repr\_\_(self):

# return f"Talaba({self.ism}, {self.yosh}, {self.bahosi})"

# def \_\_add\_\_(self, other):

# if isinstance(other, int):

# self.yosh += other

# return self

# else:

# print("Talabani talabaga qo'shib bo'lmaydi")

# return 0

# t1 = Talaba("Aziz", 20, 85)

# print(t1)

# t1 + 5

# print(t1)

# t2 = Talaba("ozodbek", 22, 90)

# a = t1 + t2

# print(a)

# 3-misol

# class Talaba:

# def \_\_init\_\_(self, ism, kurs):

# self.ism = ism

# self.kurs = kurs

# def \_\_repr\_\_(self):

# return f"Talaba({self.ism}, {self.kurs})"

# talabalar = []

# talabalar.append(Talaba("aziz", 3))

# talabalar.append(Talaba("ozodbek", 2))

# talabalar.append(Talaba("husan", 4))

# talabalar.append(Talaba("abdulaziz", 1))

# talabalar.append(Talaba("Olim", 2))

# talabalar.append(Talaba("Nodir", 3))

# talabalar\_sorted = sorted(talabalar, key=lambda talaba: talaba.kurs)

# for talaba in talabalar\_sorted:

# print(talaba)

# 4-misol

# class Videokarta:

# def \_\_init\_\_(self):

# self.a = [0] \* 20

# def \_\_add\_\_(self, b):

# if isinstance(b, int):

# for i in range(len(self.a)):

# self.a[i] += b

# return self

# else:

# print("B sonini qo'shish mumkin emas")

# V1 = Videokarta()

# print(V1.a)

# V1 + 5

# print(V1.a)

# V1 + 5

# print(V1.a)

# 5-misol

# class Animal:

# def speak(self):

# pass

# class kuchuk(Animal):

# def speak(self):

# return "Woof!"

# class mushuk(Animal):

# def speak(self):

# return "Meow!"

# class sigir(Animal):

# def speak(self):

# return "Moo!"

# animals = [kuchuk(), mushuk(), sigir()]

# for animal in animals:

# print(animal.speak())

# 6-misol

# import math

# class Shape:

# def area(self):

# pass

# class Triangle(Shape):

# def \_\_init\_\_(self, base, height):

# self.base = base

# self.height = height

# def area(self):

# return 0.5 \* self.base \* self.height

# class Square(Shape):

# def \_\_init\_\_(self, side):

# self.side = side

# def area(self):

# return self.side \* self.side

# class Circle(Shape):

# def \_\_init\_\_(self, radius):

# self.radius = radius

# def area(self):

# return math.pi \* self.radius \* self.radius

# shapes = [Triangle(5, 3), Square(4), Circle(2)]

# for shape in shapes:

# print(f"Area of {type(shape).\_\_name\_\_}: {shape.area()}")

# 7-misol

# class Vehicle:

# def start\_engine(self):

# pass

# class Car(Vehicle):

# def start\_engine(self):

# return "Car engine started."

# class Motorcycle(Vehicle):

# def start\_engine(self):

# return "Motorcycle engine started."

# vehicles = [Car(), Motorcycle()]

# for vehicle in vehicles:

# print(vehicle.start\_engine())

# 8-misol

# class Employee:

# def calculate\_salary(self):

# pass

# class Manager(Employee):

# def calculate\_salary(self):

# return 50000

# class Developer(Employee):

# def calculate\_salary(self):

# return 30000

# employees = [Manager(), Developer()]

# for employee in employees:

# salary = employee.calculate\_salary()

# print("Salary:", salary)

# 9-misol

# class Fruit:

# def taste(self):

# pass

# class Apple(Fruit):

# def taste(self):

# return "Crisp and sweet"

# class Banana(Fruit):

# def taste(self):

# return "Sweet and creamy"

# class Orange(Fruit):

# def taste(self):

# return "Juicy and tangy"

# fruits = [Apple(), Banana(), Orange()]

# for fruit in fruits:

# print(fruit.taste())

# 10-misol

# class Shape:

# def draw(self):

# pass

# class Circle(Shape):

# def draw(self):

# print("Drawing a circle")

# class Rectangle(Shape):

# def draw(self):

# print("Drawing a rectangle")

# shapes = [Circle(), Rectangle()]

# for shape in shapes:

# shape.draw()

# 11-misol

# class Instrument:

# def play(self):

# pass

# class Piano(Instrument):

# def play(self):

# print("Playing the piano")

# class Guitar(Instrument):

# def play(self):

# print("Playing the guitar")

# class Drums(Instrument):

# def play(self):

# print("Playing the drums")

# instruments = [Piano(), Guitar(), Drums()]

# for instrument in instruments:

# instrument.play()

# 12-misol

# class Animal:

# def move(self):

# print("The animal is moving.")

# class Bird(Animal):

# def move(self):

# print("The bird is flying.")

# class Fish(Animal):

# def move(self):

# print("The fish is swimming.")

# class Mammal(Animal):

# def move(self):

# print("The mammal is walking.")

# animals = [Bird(), Fish(), Mammal()]

# for animal in animals:

# animal.move()

# 13-misol

# class Vehicle:

# def fuel\_efficiency(self):

# pass

# class Car(Vehicle):

# def fuel\_efficiency(self):

# return 15

# class Motorcycle(Vehicle):

# def fuel\_efficiency(self):

# return 25

# vehicles = [Car(), Motorcycle()]

# for vehicle in vehicles:

# efficiency = vehicle.fuel\_efficiency()

# print(f"The fuel efficiency of the vehicle is {efficiency} MPG.")