ASSIGNMENT-6.4

Task-1:

#write a python program to create a class named student with attributes name of stud ,roll_number and marks and display details and is_passed methods to the student class and then add code to input details for multiple students

Code:

```
V ◆ ⇔ 🗏 🌣 🖫 🔟 :
class student:
           def __init__(self, name_of_stud, roll_number, marks):
              self.name_of_stud = name_of_stud
              self.roll_number = roll_number
              self.marks = marks
           def display_details(self):
              print(f"Student Name: {self.name_of_stud}")
              print(f"Roll Number: {self.roll_number}")
              print(f"Marks: {self.marks}")
           def is_passed(self, passing_marks):
              return self.marks >= passing_marks
       students_list = []
       num_students = int(input("Enter the number of students: "))
       for i in range(num_students):
          print(f"\nEnter details for student {i+1}:")
           name = input("Enter student name: ")
          roll = input("Enter roll number: ")
          marks = int(input("Enter marks: "))
           new_student = student(name, roll, marks)
           students_list.append(new_student)
       passing_marks = int(input("\nEnter the passing marks: "))
       print("\n--- Student Details and Pass Status ---")
       for student_obj in students_list:
           student_obj.display_details()
           print(f"Passed: {student_obj.is_passed(passing_marks)}")
           print("-" * 20)
```

Output:

```
Fr Enter the number of students: 2
    Enter details for student 1:
    Enter student name: Bhavitha
Enter roll number: 099
    Enter marks: 98
    Enter details for student 2:
    Enter student name: Nandhu
Enter roll number: 086
    Enter marks: 99
    Enter the passing marks: 45
     --- Student Details and Pass Status ---
    Student Name: Bhavitha
    Roll Number: 099
    Marks: 98
    Passed: True
    Student Name: Nandhu
    Roll Number: 086
    Marks: 99
    Passed: True
```

```
    class student: Defines a student class with a constructor (__init__) taking name, roll number, and marks.
    def display_details(self): A method to print the student's name, roll number, and marks.
    def is_passed(self, passing_marks): A method returning True if marks are >= passing_marks, False otherwise.
    students_list = []: Initializes an empty list to store student objects.
    num_students = int(input(...)): Gets the number of students to enter.
    for i in range(num_students): Loops to get details for each student.
    name = input(...) roll = input(...), marks = int(input(...)): Gets student's name, roll number, and marks.
    new_student = student(name, roll, marks): Creates a new student object.
    students_list.append(new_student): Adds the new student to the list.
    passing_marks = int(input(...)): Gets the passing marks.
    for student_obj in students_list: Loops through the list to display details and pass status for each student.
```

Task-2:

Write a python program to create a list and write first 2 lines in loop and calculate the square of even numbers only .

Code and Output:

```
[1] # Create a list
     my_list = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
     # Print the first 2 lines in a loop
     print("Printing the first 2 elements:")
     for i in range(min(2, len(my_list))):
          print(my_list[i])
     # Calculate the square of even numbers
     print("\nCalculating the square of even numbers:")
     even_squares = []
     for number in my_list:
          if number % 2 == 0:
              even_squares.append(number ** 2)
     print("Original list:", my_list)
     print("Squares of even numbers:", even_squares)
 → Printing the first 2 elements:
     Calculating the square of even numbers:
     Original list: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
Squares of even numbers: [4, 16, 36, 64, 100]
```

- [my_list = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]: This line creates a list named [my_list] containing integers from 1 to 10.
- print("Printing the first 2 elements:"): This line prints a descriptive header before the loop output.
- for i in range(min(2, len(my_list))): This is a for loop that iterates a specific number of times. len(my_list) gets the length of the list (which is 10). min(2, len(my_list)) ensures that the loop runs a maximum of 2 times, or fewer if the list has less than 2 elements. The range() function generates numbers from 0 up to (but not including) the value returned by min().
- print(my_list[i]): Inside the loop, this line prints the element of my_list at the index 1. Since the loop runs for 1 values of 0 and 1 (at most), it prints the first two elements of the list.
- print("\nCalculating the square of even numbers:"): This line prints another descriptive header. The \n creates a new line for better formatting.
- [even_squares = []: This line initializes an empty list called [even_squares]. This list will store the squares of the even numbers found in [my_list]
- for number in my_list: This is another for loop that iterates through each element in my_list, assigning the current element to the variable number in each iteration
- (if number % 2 == 0:) Inside this loop, this is an (if) statement that checks if the current number is even. The modulo operator (%) gives the remainder of a division. If a number divided by 2 has a remainder of 0, it's an even number.
- even_squares append (number ** 2) : If the if condition is true (the number is even), this line calculates the square of the number (number ** 2) and adds it to the even_squares list using the append() method.
- print("Original list:", my_list): This line prints the original my_list.
- (print("Squares of even numbers:", even_squares): This line prints the (even_squares) list, which contains the squares of only the even numbers from the original list

Task-3:

Write a python program to create a class named bank account with attributes like account_holder,balance.

Write a python program to check deposit, withdrawand check insufficient balance.

Code and Output:

```
[2] class BankAccount:
        def __init__(self, account_holder, initial_balance=0):
            self.account_holder = account_holder
            self.balance = initial_balance
        def deposit(self, amount):
            if amount > 0:
                self.balance += amount
                print(f"Deposited {amount}. New balance: {self.balance}")
            else:
                print("Deposit amount must be positive.")
        def withdraw(self, amount):
            if amount > 0:
                if self.balance >= amount:
                    self.balance -= amount
                    print(f"Withdrew {amount}. New balance: {self.balance}")
                    print("Insufficient balance.")
            else:
                print("Withdrawal amount must be positive.")
        def check_balance(self):
            print(f"Current balance for {self.account_holder}: {self.balance}")
```

```
# Example usage:
account1 = BankAccount("Alice", 1000)
account1.check_balance()
account1.deposit(500)
account1.withdraw(200)
account1.withdraw(1500) # Test insufficient balance
account1.check_balance()

Current balance for Alice: 1000
Deposited 500. New balance: 1500
Withdrew 200. New balance: 1300
Insufficient balance.
Current balance for Alice: 1300
```

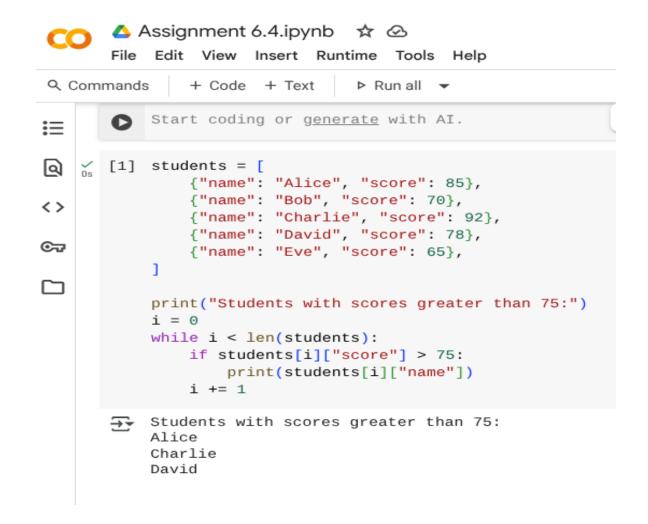
Explanation:

The code defines a <code>BankAccount</code> class. It has an <code>__init__</code> method to create accounts with a holder name and optional initial balance. The <code>deposit</code> method adds a positive amount to the balance. It prints the new balance after a successful deposit. The <code>withdraw</code> method subtracts a positive amount if sufficient balance exists. It prints the new balance after a successful withdrawal. If the balance is insufficient for withdrawal, it prints an error message. The <code>check_balance</code> method prints the current balance for the account holder. Example usage demonstrates creating an account, checking balance, depositing, and withdrawing. It also shows the insufficient balance case.

Task-4:

Define a list of student dictionaries with keys name and score. Ask Copilot to write a while loop to print the names of students who scored more than 75.

Code and Output:



The code defines a list called students, where each item in the list is a dictionary containing a student's name and their score. It then goes through each student in the list using a while loop. Inside the loop, it checks if the student's score is greater than 75. If it is, the code prints the name of that student.

Task-5:

Write a python code beginning with shopping cart with empty list and generate methods to add item, remove item, using loop to calculate the total bill using conditional discounts

Code:

```
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        File Edit View Insert Runtime Tools Help
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≔ [4] class ShoppingCart:
               def __init__(sel...
self.items = []
Q
                 def add_item(self, name, price, quantity=1):
                      for item in self.items:
   if item['name'].lower() == name.lower():
<>
                              item['quantity'] += quantity
⊙
                      self.items.append({'name': name, 'price': price, 'quantity': quantity})
def remove_item(self, name):
    self.items = [item for item in self.items if item['name'].lower() != name.lower()]
                 def calculate_total(self):
                      total = 0
print("\n Cart Summary:")
                      for item in self.items:
                          name = item['name']
price = item['price']
                          quantity = item['quantity']
                          # Bulk discount
                               print(f"Bulk discount applied to {name}")
price -= 1 # ₹1 off per item
                          item total = price * quantity
                          print(f''\{name\} - \{quantity\} \times \{price:.2f\} = \{item\_total:.2f\}'')
```

```
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                                                                                                                       Share
        File Edit View Insert Runtime Tools Help
Q Commands
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# General discount
                     if total > 1000:
                          print("General discount applied: 10% off on total above ₹1000")
Q
                          total *= 0.9
                     print(f"Total bill: ₹{total:.2f}")
<>
                     return total
⊙
            def main():
                 cart = ShoppingCart()
while True:
                     print("\nChoose an action:")
print("1. Add item")
print("2. Remove item")
                     print("3. View total bill")
                     print("4. Exit")
                     choice = input("Enter your choice (1-4): ").strip()
                     if choice == '1':
                          name = input("Enter item name: ").strip()
                              price = float(input("Enter price in \xi: ").strip()) quantity = int(input("Enter quantity: ").strip())
                              cart.add_item(name, price, quantity)
print(f"{quantity} x {name} added to cart.")
                          except ValueError:
                              print("Invalid input. Please enter valid numbers for price and quantity.")
                     elif choice == '2':
```

```
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       File Edit View Insert Runtime Tools Help
Q Commands
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    /<sub>1m</sub> [4]
                    elif choice == '2':
:≡
                        name = input("Enter item name to remove: ").strip()
                        cart.remove_item(name)
Q
                        print(f"{name} removed from cart (if it existed).")
<>
                    elif choice == '3':
                        cart.calculate_total()
©₩
                    elif choice == '4':
                        print("Exiting. Thank you for shopping!")
                    else:
                        print("Invalid choice. Please select a valid option.")
            if __name__ == "__main__":
                main()
```

Output:

```
Choose an action:
  1. Add item
2. Remove item
  3. View total bill
  Exit
  Enter your choice (1-4): 1
Enter item name: laptop
  Enter price in ₹: 60000
  Enter quantity: 5
  5 x laptop added to cart.
  Choose an action:
  1. Add item
  2. Remove item
  3. View total bill
  4. Exit
  Enter your choice (1-4): 1
Enter item name: mouse
  Enter price in ₹: 2000
  Enter quantity: 5
  5 x mouse added to cart.
  Choose an action:
  1. Add item
  2. Remove item
  3. View total bill
  4. Exit
  Enter your choice (1-4): 2
Enter item name to remove: mouse
  mouse removed from cart (if it existed).
  Choose an action:
  1. Add item
  2. Remove item
  3. View total bill
  4. Exit
  Enter your choice (1-4): 3
  laptop - 5 x ₹60000.00 = ₹300000.00
  General discount applied: 10% off on total above ₹1000
  Total bill: ₹270000.00
  Choose an action:
  1. Add item
  2. Remove item
  3. View total bill
  Exit
  Enter your choice (1-4): 4
  Exiting. Thank you for shopping!
```

- 1. A class ShoppingCart is created to manage cart operations.
- 2. The __init__ method initializes an empty list items to store cart items.
- 3. The add_item method adds a product with name, price, and quantity.
- 4. It checks if the item already exists (case-insensitive) and updates the quantity if found.
- 5. If the item does not exist, it appends a new dictionary with name, price, and quantity.
- 6. The remove_item method removes an item by filtering out the matching name (case-insensitive).
- 7. The calculate_total method calculates the bill and applies discounts.
- 8. It iterates over all items and prints each item's details in the cart.
- 9. If quantity > 5, a bulk discount of ₹1 per item is applied.
- 10. The price after discount is multiplied by quantity to get item_total .
- 11. All item_total values are summed into total.
- 12. If total > 1000, a general discount of 10% is applied.
- 13. The total bill is displayed with proper formatting.
- 14. The main function starts an infinite loop to interact with the user.
- 15. It displays a menu with 4 options: Add, Remove, View Total, Exit.
- For choice 1, the user inputs item details, and add_item is called.
- 17. For choice 2, the user enters an item name, and remove_item is called.
- 18. For choice 3, the calculate_total method is called to display the bill.
- 19. For choice 4, the program exits with a thank-you message.
- 20. The program runs only if $_{name} = "_{main} \stackrel{\checkmark}{\smile} to ensure it starts from main().$