



P308.PY

```

class Square:
    __side = 0
    __area = 0
    def input(me):
        print('enter side :', end=' ')
        me.__side = int(input())
        me.__area = me.__side * * 2
    # end : input
    def output(me):
        print(f'side : {me.__side}\t'
              f'Area : {me.__area}')
    # end : output
#end : square
def main():
    s = [None] * 2

```

CLASSMATE

PAGE

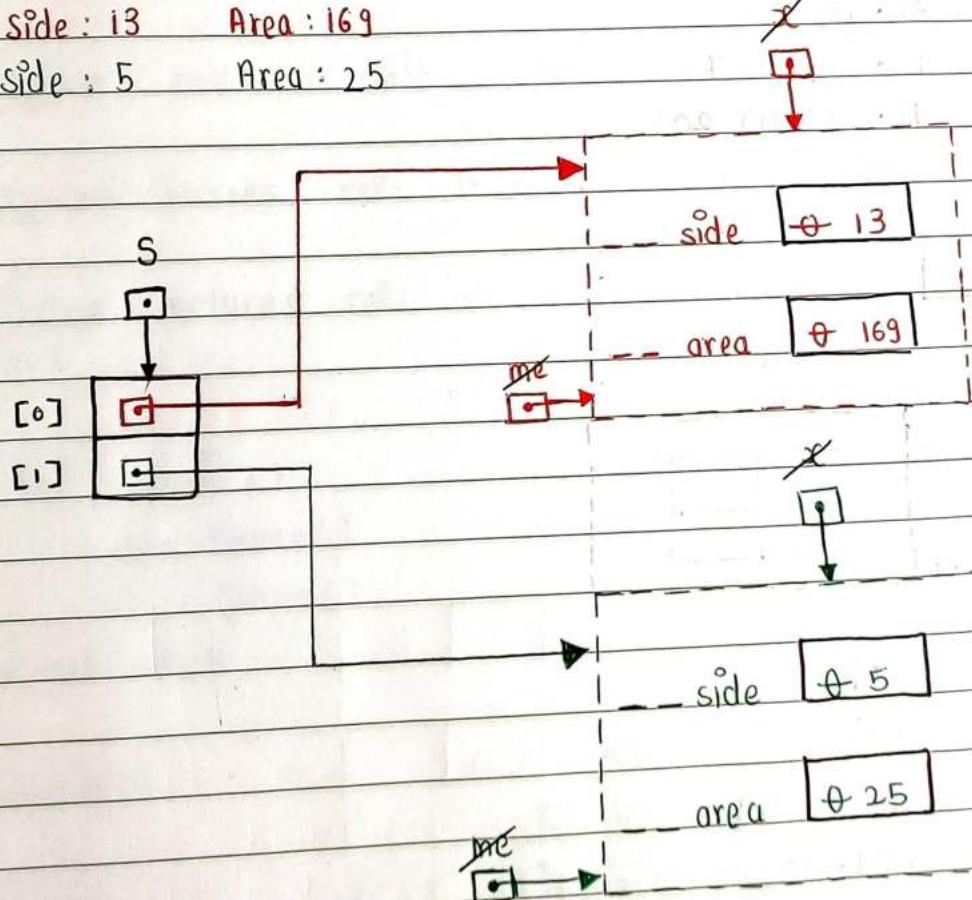
```

for i in range(len(s)):
    s[i] = Square()
# end : for
for x in s: for for
    x.input()
# end : for
for x in s: for for
    x.output()
# end : for
# end : main

```

main()

enter side : 13 ↴
 enter side : 5 ↴
 side : 13 Area : 169
 side : 5 Area : 25



P309.PY

```

class Demo:
    def greet(me):
        print('Hello')
    # end: greet
    def square(me, x):
        print(f'square: {x * x}')
    # end: square
    def add(me, a, b):
        print(f'add: {a+b}')
    # end: add
# end: Demo

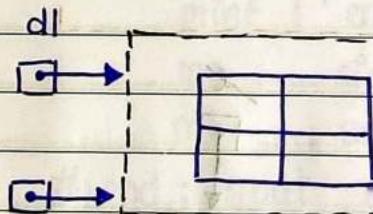
```

```

def main():
    d1 = Demo()
    d1.greet()
    d1.square(7)
    d1.add(10, 20)
# end: main

```

main()



%p

Hello

Square: 49

add: 30

pg10.py

```

class Demo:
    def __init__(me):
        print('in __init__ class Demo')
    # end: __init__
# end: Demo
"""

object = className()
e.g. d1 = Demo()

```

- ① object is created i.e. memory is allocated
 - ② reference (ref.) of object is created
 - ③ Python calls __init__ of class Demo.
 - ④ Python passes ref. to __init__ fn
 - ⑤ Python returns ref. at place of object creation
- ""

```

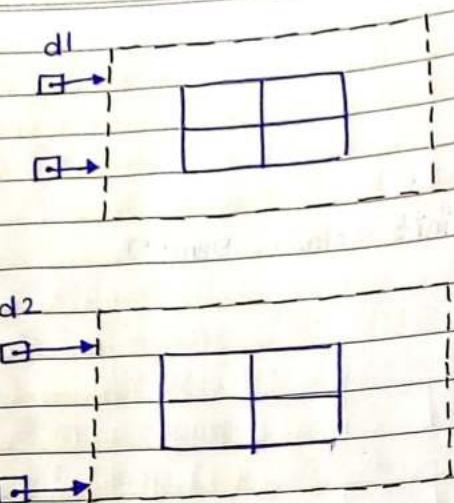
def main():
    d1 = Demo()
    d2 = Demo()
# end: main

```

main()

%

In __init__ class Demo
In __init__ class Demo.



magic fn / methods

functionName()

int

(initialise)

Constructor

pill.py

class Square:

def __init__(me):

me.side = 0

me.area = 0

#end: int

def input(me):

print('enter side :')

me.side = int(input())

me.area = me.side * * 2

#end: input

Shot on OnePlus

By javed kadgaokar

classmate

```

def output(me):
    print(f'side : {me.side}\n'
          f'Area : {me.area}')
# end: output

# end: square
def main():
    s1 = square()
    s1.input()
    s1.output()
# end: main

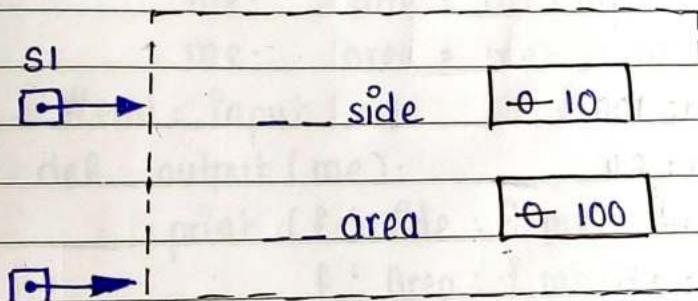
```

main()

enter side:

10 ↴

side: 10 Area: 100



p312.py

```
class Square:
```

```
    def __init__(me, side):
```

```
        me.side = side
```

```
        me.area = side * * 2
```

```
# end: init
```

```
def input(me):
```

```
    print('enter side :')
```

```
    me.side = int(input())
```

side

10

side

8

```

me. area = me. side ** 2
#end : input
def output (me):
    print (f 'side: { me. side } \t'
          f 'Area: { me. area }')
#end: output
#end: square
def main():
    s1 = square(10)
    s1.output()
    s2 = Square(8)
    s2.output()
    s2.input()
    s2.output()
#end: main

```

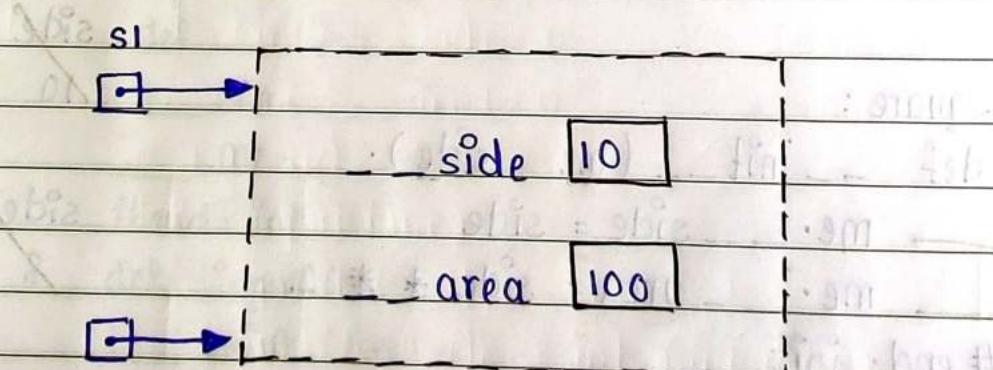
main()

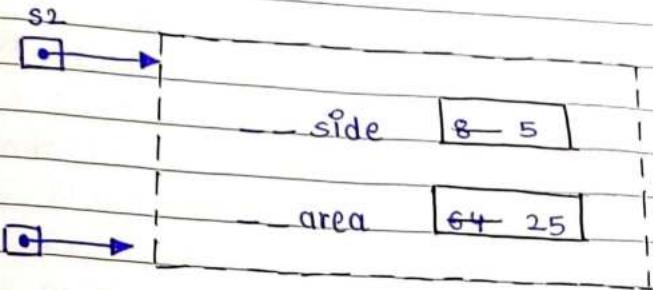
side : 10 Area: 100

side : 8 Area: 64

enter side : 5 ↴

side : 5 Area: 25





P313.py

```

class Square:
    def __init__(me, side = 0):
        me.side = side
        me.area = side ** 2
    #end: int

    def input(me):
        print('enter side :')
        me.side = int(input())
        me.area = me.side ** 2
    #end: input

    def output(me):
        print(f'side : {me.side}\n'
              f'Area : {me.area}')
    #end: output

# end: Square

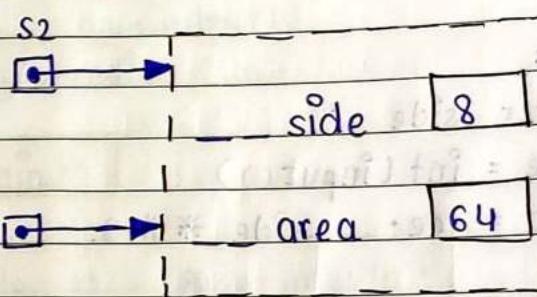
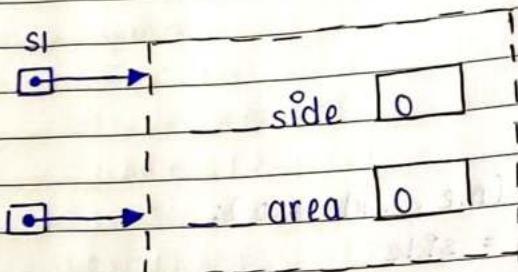
def main():
    S1 = Square()
    S1.output()
    S2 = square(8)
    S2.output()
    S1.input()
    S1.output()

# end: main

```

%
 side : 0 Area : 0
 side : 8 Area : 64
 :
 : |

end
 def



p314.py

```

class Square:  

    def __init__(me):  

        me.side = 0  

        me.area = 0  

    # end: int  

    def input(me):  

        print('enter side :')  

        me.side = int(input())  

    # end: input  

    def __str__(me):  

        return f'side : {me.side}'\n  
```

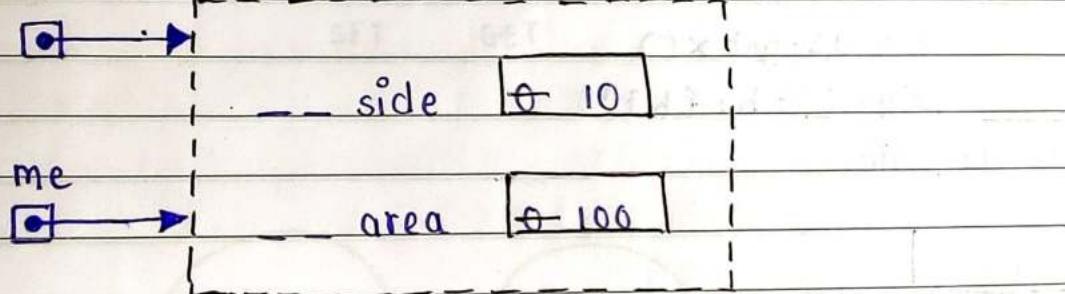
Shot on OnePlus

By javed kadgaokar
CLASSMATE

```
f' Area : { me. __ area } ')
# end : str
# end : Square
def main():
    s1 = Square()
    s1. input()
    msg = str(s1) →
    # msg = s1. __ str __ ()
    print(msg)
    print(s1)
    ↓
    # print(s1. __ str __ ())
    print(f' s1 obj {s1} ')
    ↓
    # print(f' s1 obj { s1. str __ () } ')
# end: main
```

main()

s1



enter side :

10 ↪

side: 10 Area: 100

side: 10 Area: 100

s1 obj side: 10 Area: 100

P315.py

```
class Data:  
    def __init__(me):  
        me.x = 0  
    #end: init  
    def setx(me, x):  
        me.x = x  
    #end: set x  
    def getx(me):  
        return me.x  
    #end: get x  
#end: Data  
def main():  
    d1 = Data()  
    d1.setx(10)  
    a = d1.getx()  
    print(f'a: {a}')  
    d2 = Data()  
    d2.setx(20)  
    b = d2.getx()  
    print(f'b: {b}')  
#end: main
```

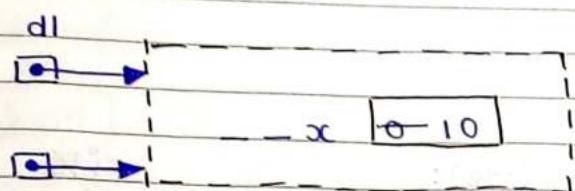
main()

%p

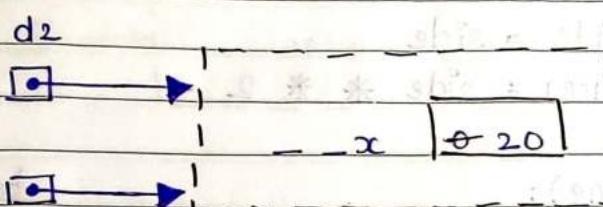
a: 10

b: 20

DATE

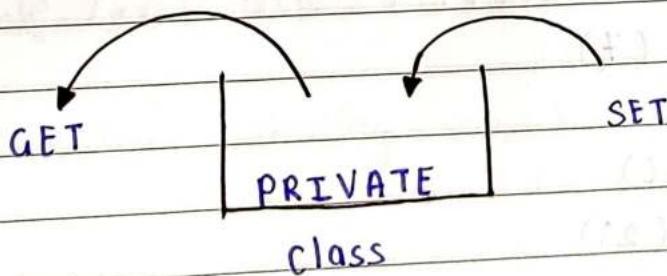
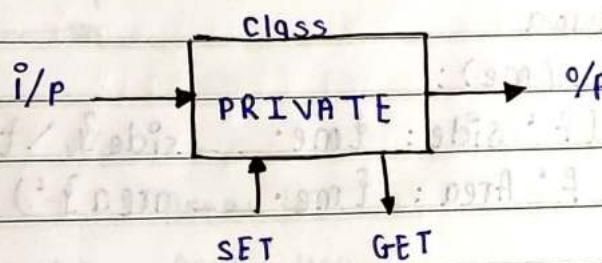


a
10



b
20

*



P316-P4

```

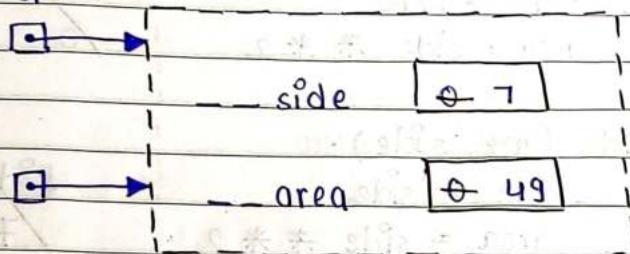
class Square:
    def __init__(me):
        me.side = 0
        me.area = 0
    # end: __init__
    def setSide(me, side):
        me.side = side
        me.area = side * side
    # end: setSide
    def getSide(me):
        return me.side
    # end: getSide
    def getArea(me):
        return me.area
    # end: getArea
    def str(me):
        return f'side: {me.side}\nArea: {me.area}'
    # end: str
# end: square
def main():
    s1 = square()
    s1.setSide(7)
    print(s1)
    s2 = square()
    s2.setSide(20)
    print(s2)
    ta = s1.getArea() + s2.getArea()
    print(f'Total Area: {ta}')
    print(f's1 obj. side: {s1.getSide()}')
    print(f's2 obj. area: {s2.getArea()}')

```

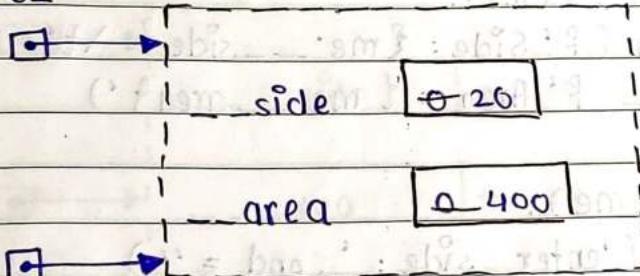
end: main

main()

s1



s2



o/p

Side: 7 Area: 49

Side: 20 Area: 400

Total Area: 449

s1 obj. side : 7

s2 obj. area: 400

* init: initialisation (starting value)

set: change

B P317.PY

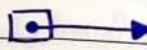
```

class Square:
    def __init__(self, side=0):
        self.side = side
        self.area = side * * 2
    # end: __init__
    def setSide(self, side):
        self.side = side
        self.area = side * * 2
    # end: setSide
    def __str__(self):
        return f'Side: {self.side}\nArea: {self.area}'
    # end: __str__
    def input(self):
        print('enter side:', end=' ')
        self.side = int(input())
        self.area = self.side * * 2
    # end: input
# end: Square
def main():
    s1 = Square(10)
    print(s1) # print(s1.__str__())
    s1.setSide(1)
    print(s1)
    s2 = Square()
    print(s2)
    s2.input()
    print(s2)
    s2.setSide(5)
    print(s2)

```

main()

S1



side 0.0 10 7

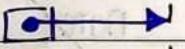


area 100 49

S2



side 0 8 5



area 0 64 25

%p

side : 10 Area: 100

side : 7 Area: 49

side : 0 Area: 0

enter side : 8 ↴

side: 8 Area: 64

side: 5 Area: 25

P318.PY

```
class student:  
    def __init__(me):  
        me.name = ""  
        me.per = 0.0  
    # end: __init__  
    def input(me):  
        me.name = input('enter name: ')  
        me.per = float(input('enter per: '))  
    # end: input  
    def str(me):  
        return f'Name : {me.name}\n' +  
               f'Per : {me.per}'  
    # end: str  
    def setName(me, name):  
        me.name = name  
    # end: setName  
    def setPer(me, name):  
        me.per = per  
    # end: setPer  
    def getName(me): return me.name  
    def getPer(me): return me.per  
#end: student  
def main():  
    s1 = student()  
    s1.input()  
    print(s1) # print(s1.str())  
    s2 = student()  
    s2.setName('Amit')  
    s2.setPer(70.77)  
    print(s2)  
    if s1.getPer() > s2.getPer():
```

```
print(f' {s1.getName()} has higher %.')
else:
    print(f' {s2.getName()} has higher %.')
# end: if-else
# end: main
```

main()

solve in 1 print

s1

<input type="checkbox"/>	→	name	Raj
<input type="checkbox"/>	→	per	50.55

s2

<input type="checkbox"/>	→	name	Amit
<input type="checkbox"/>	→	per	70.77

enter name : Raj ↴

enter per : 50.55 ↴

Name : Raj Per : 50.55

Name : Amit Per : 70.77

Amit has higher %

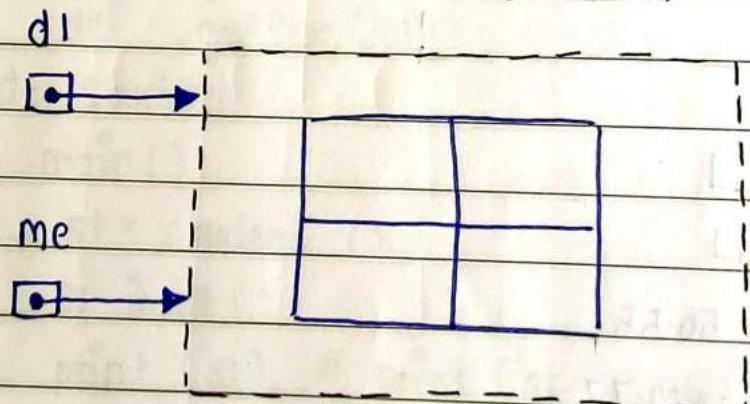
F319.py

```
class Demo:  
    def greet(me):  
        print('Hello', end=' ')  
        me.name()  
    # end: greet  
    def name(me):  
        print('Raj')  
    # end: name  
# end: Demo  
def main():  
    d1 = Demo()  
    d1.greet()  
# end: main
```

main()

%p

Hello Raj



P320.py

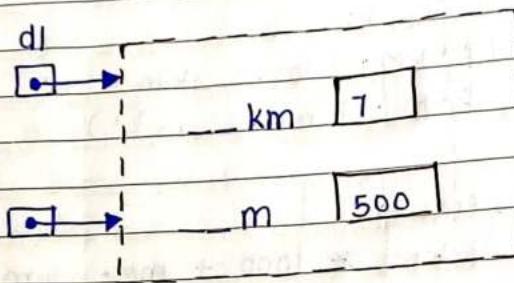
```

class Distance :
    def __init__(me, km, m):
        me.km = km
        me.m = m
    # end: init
    def str(me):
        return f'KM: {me.km}\nM: {me.m}'
    # end: str
    def int(me):
        t = me.km * 1000 + me.m
        return t
    # end: int
    def float(me):
        t = me.km + me.m / 1000
        return t
    # end: float
# end: Distance
def main():
    d1 = Distance(7, 500)
    print(d1)
    x = int(d1)
    # x = d1.int()
    print(f'Meters: {x}')
    y = float(d1)
    # y = d1.float()

```

print (float Kilometers : {y})
 # end: main

main ()



%p

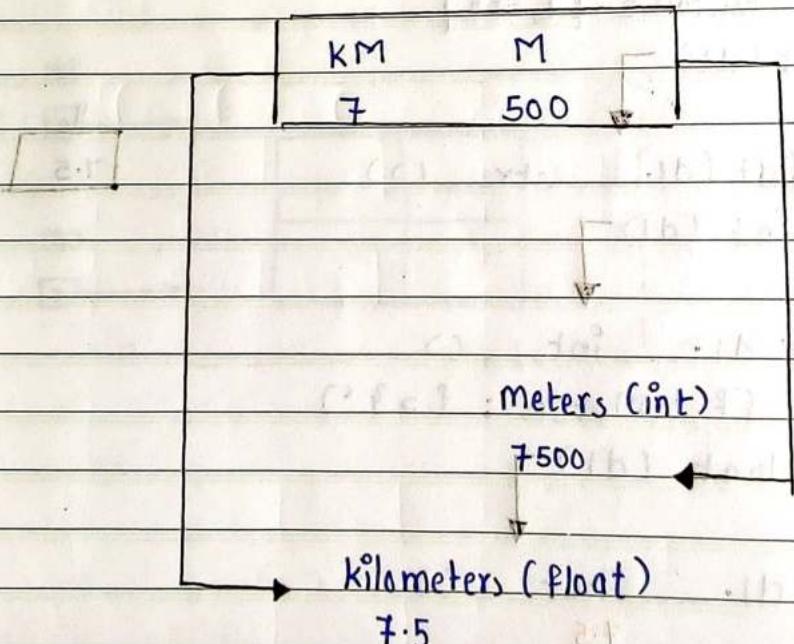
KM: 7

M: 500

Meters : 7500

Kilometers : 7.5

class Distance



classmate

Shot on OnePlus

By javed kadgaokar

* Conversion of class to basic datatype

class → str

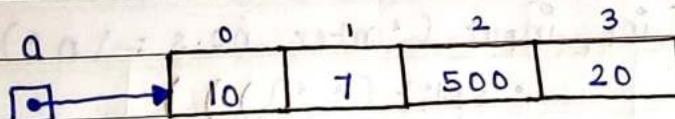
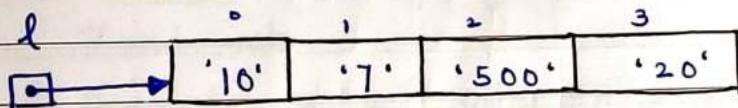
class → int

class → float

[p321.py]

```
print('enter no.s :')
s = input()
l = s.split(' ')
a = list(map(int, l))
s = sum(a)
print(f'sum: {s}')
```

'10 7 500 20'



enter no.s :

10 7 500 20 ↪

sum: 537

P322.py

```
s = input('enter no.s : \n')
l = s.split(' ')
a = list(map(int, l))
s = sum(a)
print(f'sum: {s}')
```

P323.py

```
l = input('enter no.s : \n').split(' ')
a = list(map(int, l))
s = sum(a)
print(f'sum: {s}')
```

P324.py

```
a = list(map(int, input('enter no.s : \n').split('')))
s = sum(a)
print(f'sum: {s}')
```

P325.py

```
s = sum(list(map(int, input('enter no.s : \n')
                           .split(''))))
print(f'sum: {s}')
```

P326.py

```
print(f' sum : {sum(list(map(int,input("enter\nno.s:\n").split(" "))))})')
```

P327.py

class Point:

o/p
x: 10 y: 20
x: 5 y: 6

def __init__(me):

me.__x = 0

me.__y = 0

end: init

x/ 10 y/ 20

def __str__(me):

① return f'x: {me.__x}\n f'y: {me.__y}'

#end: str

def set(me, x, y):

me.__x = x

me.__y = y

#end: set

input getx gety

def getx(me):

return me.__x

#end: getx

def gety(me):

return me.__y

#end: gety

def __str__(me):

return f'x: {me.__x}\n f'y: {me.__y}'

#end: str

def add(me, t):

$p1 = \text{Point}(c)$

$p1.x = me$

$p1.y = me$

$p1.x = me + t$

$p1.y = me + t$

return $p1$

add

end: add

def sub(me, t):

$p1 = \text{Point}()$

$p1.x = me$

$p1.y = me$

$p1.x = me - t$

$p1.y = me - t$

return $p1$

$p1 + p2$

binary op

↓

$x = me$

$y = me$

$x = me - t$

$y = me - t$

return $p1$

end: sub

+ add

o/p

$x: 10$

$y: 20$

* mul

$x: 5$

$y: 6$

% mod

$x: 15$

$y: 26$

// floordiv

- sub

a b c

** pow

10 20

/ truediv

$c = a + b$

a b c

def neg(me):

10 20 30

$p1 = \text{Point}()$

(Complement)

$p1.x = -me$

x

$p1.y = -me$

y

return $p1$

sub

end: neg

def pos(me):

o/p

$p1 = \text{Point}()$

$x: 100$

$y: 200$

$p1.x = +me$

$x: 30$

$y: 40$

$p1.y = +me$

$x: 70$

$y: 160$

return $p1$

end: pos

```
def main():
```

```
    p1 = Point()
```

```
    p1.set(10, 20)
```

```
# print(p1)
```

```
# print(p1.
```

```
str()
```

- p1



unary minus



neg -

- ① p2 = Point()

```
p2.set(5, 6)
```

```
print(p2)
```

p1 - p2



```
p3 = p1 + p2
```

```
# p3 = p1.
```

```
add(p2)
```

binary minus



- ② print(p1, p2, p3, sep = '\n')

```
p1.set(100, 200)
```

```
p2.set(30, 40)
```

```
p3 = p1 - p2
```

--sub--

```
# p3 = p1.
```



```
sub(p2)
```

- ③ print(p1, p2, p3, sep = '\n')

```
p1.set(10, -20)
```

```
p2 = - p1
```



```
# p2 = p1.
```

```
neg()
```

- ④ print(p1, p2, sep = '\n')

```
p1.set(10, -20)
```

```
p2 = + p1
```



```
# p2 = p1.
```

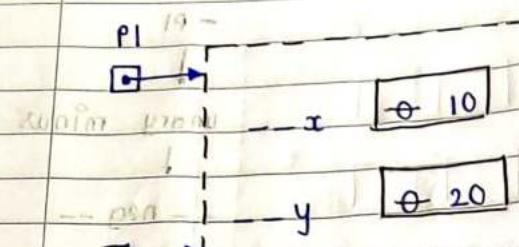
```
pos()
```

- ⑤ print(p1, p2, sep = '\n')

```
# end: main
```

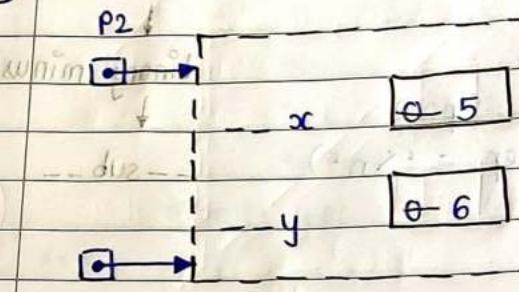
main()

P1 19 -



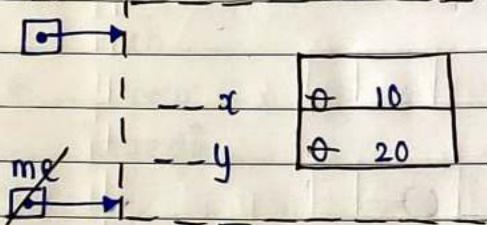
(1)

P2



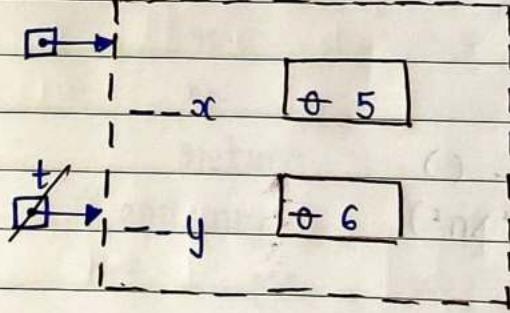
(3)

P1

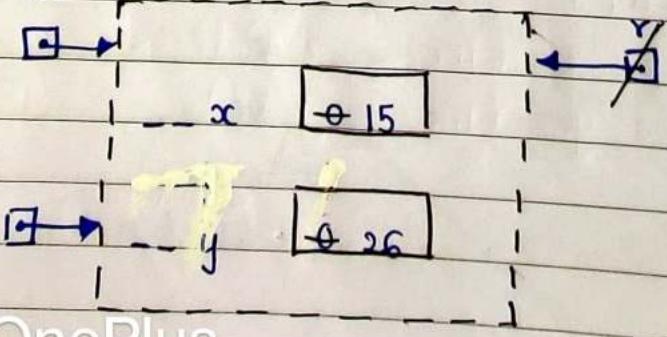


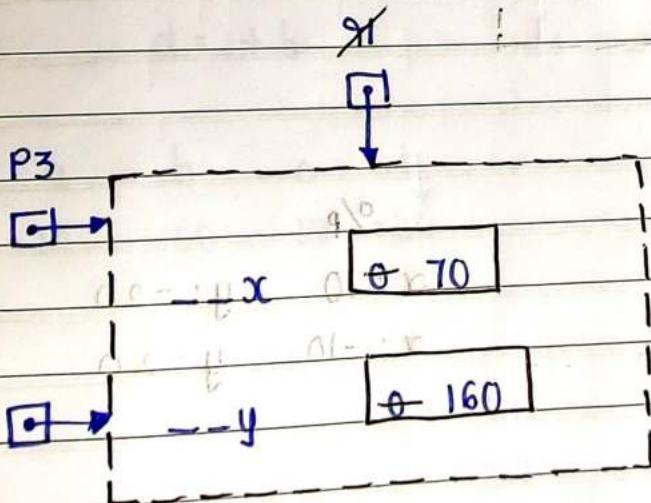
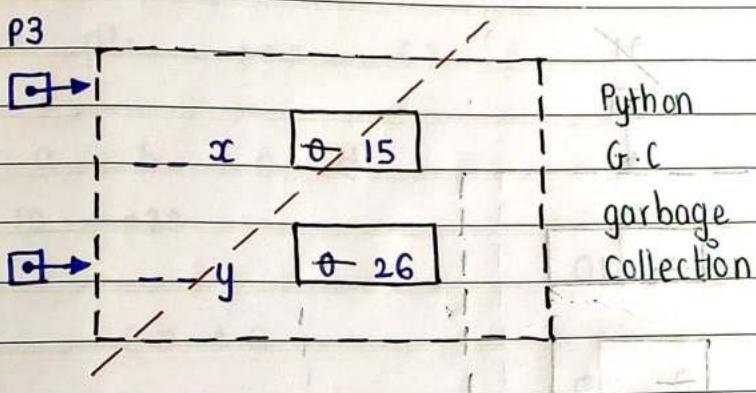
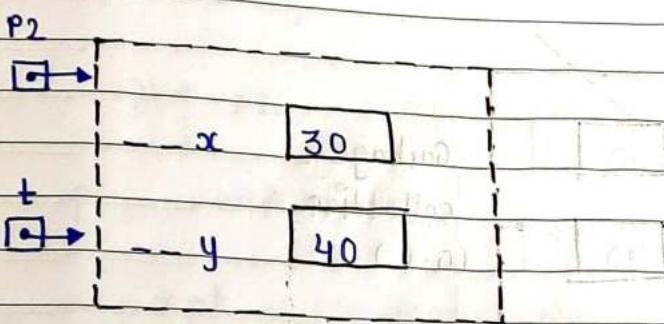
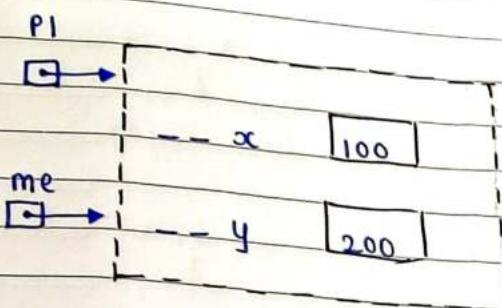
(2)

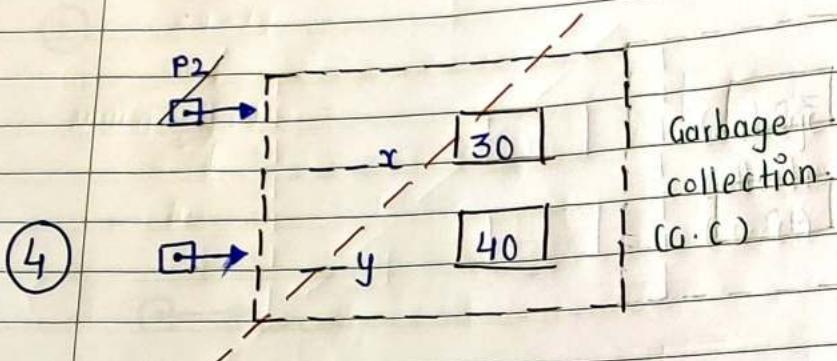
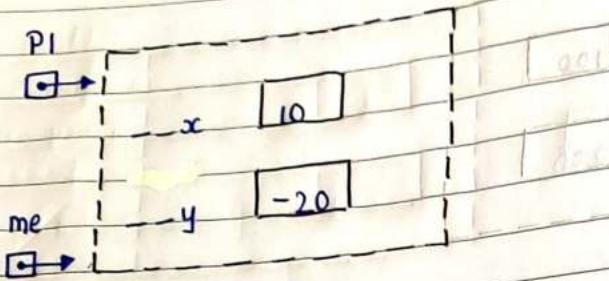
P2



P3

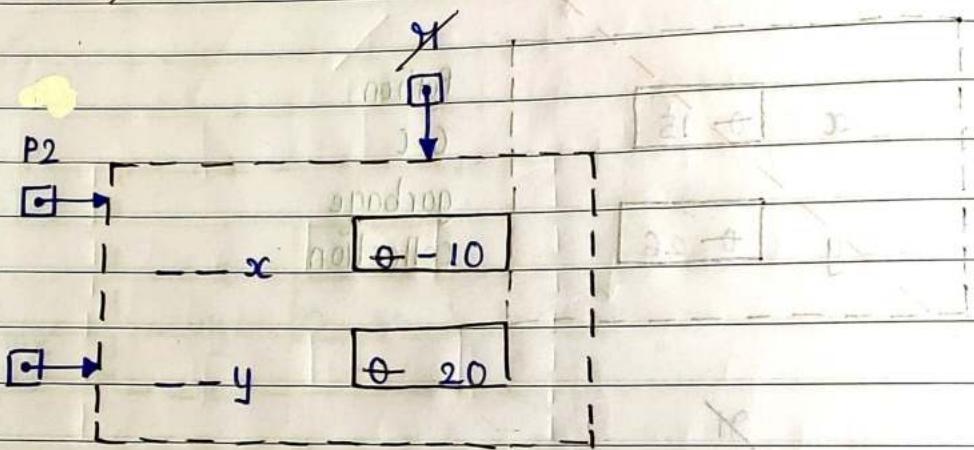






(4)

(5)



a b c d

10 -20

%P

 $x: 10 \quad y: -20$ $x: -10 \quad y: 20$

$c = -a$

$d = -b$

a b c d

10 -20 -10 20

p1 - p2
↓

binary minus

p1 - sub - (p2)

- p1
↓

unary minus

p1 - neg - ()

p1 + p2
↓

binary plus

p1 - add - (p2)

+ p1
↓

unary plus

p1 - pos - ()

a b c d
10 -20

$$c = +a$$

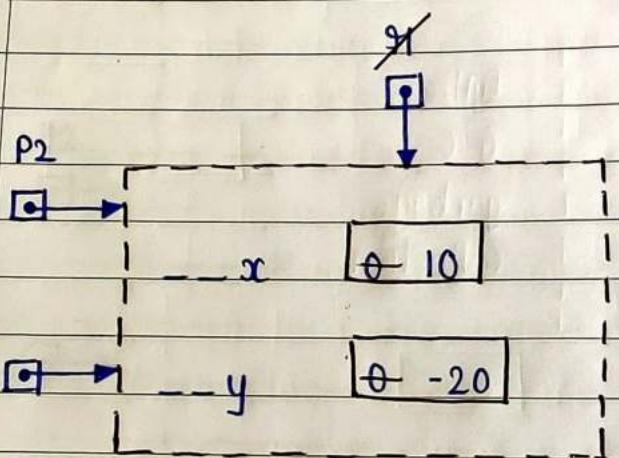
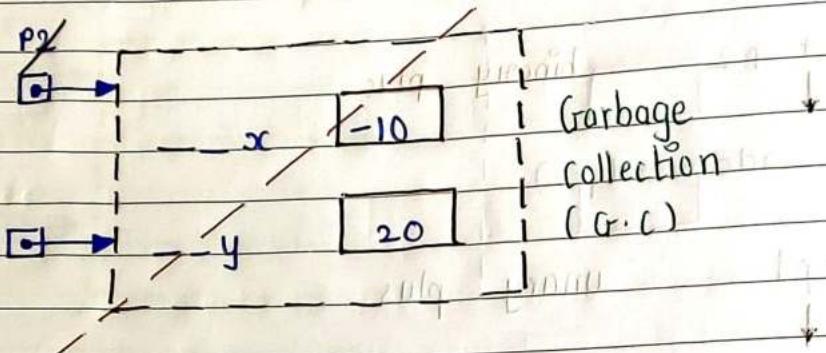
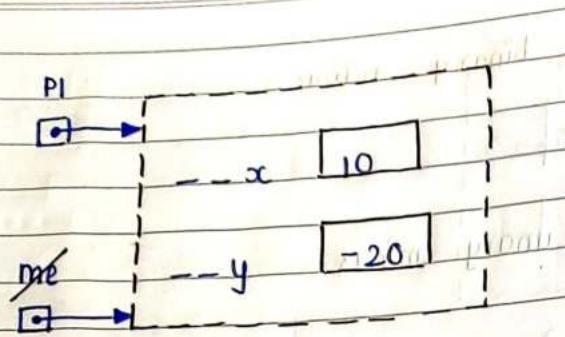
$$d = +b$$

a b c d
10 -20 10 -20

%p

$$x : 10 \quad y : -20$$

$$x : 10 \quad y : -20$$



P328-py

```
class Square:
    def __init__(me):
        me.side = 0
        me.area = 0
    # end : init
```

(1)

```
def setSide(me, side):
    me.side = side
    me.area = side * * 2
# end : setSide
```

```
def str(me):
    return f' side : {me.side} \n'
    f' Area : {me.area}'
```

end : str

input getSide getArea

```
def getSide(me):
    return me.side
```

end : getSide

def getArea(me):

return me.area

end : getArea

def input(me):

print('enter side :')

me.side = int(input())

me.area = me.side * * 2

end : input

side
10

/P

side : 10 Area: 100

side : 10 Area: 100

side : 20 Area: 400

(2) def __eq__(me, t):
 return me.area == t.area
 # end: eq

'''

== eq

!= ne

> gt

< lt

>= ge

<= le

'''

side: 10 Area: 100
 side: 10 Area: 100
 side: 20 Area: 400
 s1 eq. s2
 s1 not eq. s3

①

(3) def __ge__(me, t):
 return me.area >= t.area
 # end: ge

def __iadd__(me, v):
 me.side = me.side + v
 me.area = me.side ** 2
 return me

end: iadd

def __isub__(me, v):
 me.side = me.side - v
 me.area = me.side ** 2
 return me

end: isub

o/p

side : 10 Area : 100

side : 10 Area : 100

side : 20 Area : 400

s1 eq. s2

s1 not eq. s3

s1 gt. eq. s2

s1 lt. s3

def mai

②

(5)

'''

+= __iadd__

-= __isub__

*= __imul__

%= __imod__

**= __ipow__

/= __itruediv__

//= __ifloordiv__

'''

③

```

def main():
    s1 = square()
    s1.setside(10)
    print(s1) # print(s1.__str__())
    s2, s3 = square(), square()
    s2.setside(10)
    s3.setside(20)
    print(s2, s3, sep = '\n')
    if s1 == s2:
        #
        # s1 == eq (s2)
        print('s1 eq. s2')
    else:
        print('s1 not eq. s2')
    # end: if-else
    if s1 == s3:
        #
        # s1 == eq (s3)
        print('s1 eq. s3')
    else:
        print('s1 not eq. s3')
    # end: if-else
    s1.setside(15)
    if s1 >= s2:
        #
        # s1 ge (s2)
        print('s1 gt. eq. s2')
    else:
        print('s1 lt. s2')
    # end: if-else
    if s1 >= s3:
        #
        # s1 ge (s3)
        print('s1 ge (s3)')

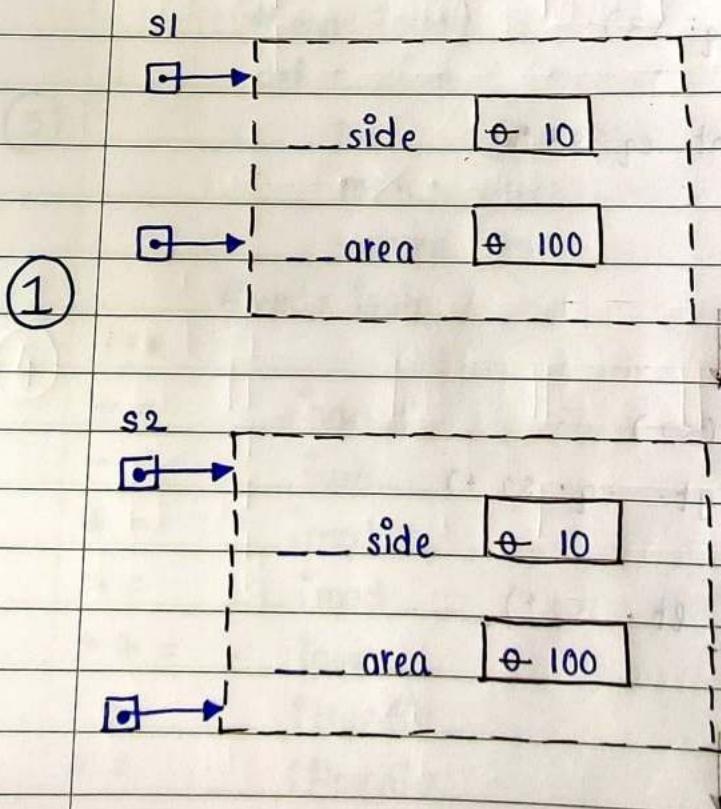
```

```

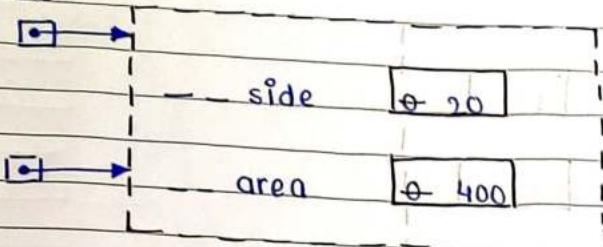
print ('s1 gt eq s3')
else:
    print ('s1 lt s3')
# end: if-else
s1.setside(5)
s1 += 3
# s1 = s1 + iadd (3)
print(s1)
s2.setside(10)
print(s2)
s2 -= 4
# s2 = s2 - isub (4)
print(s2)
# end: main

```

main()



S3



side

20

area

400

side

10

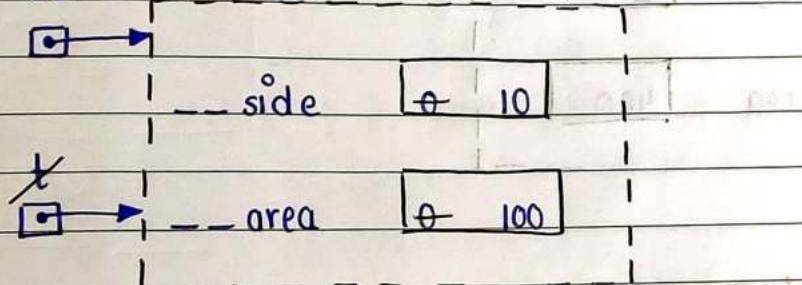
me

area

100

(2)

S2



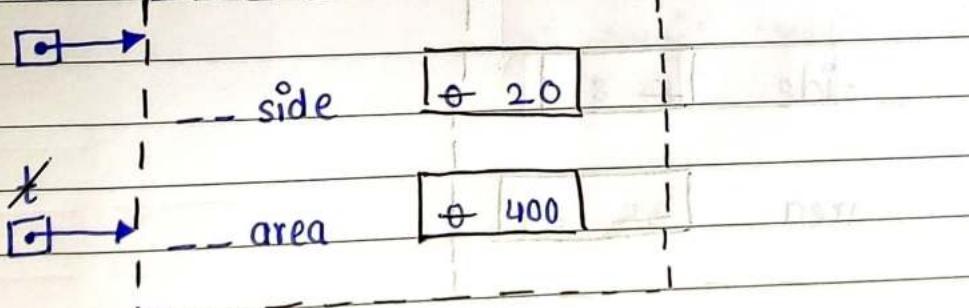
side

10

area

100

S3

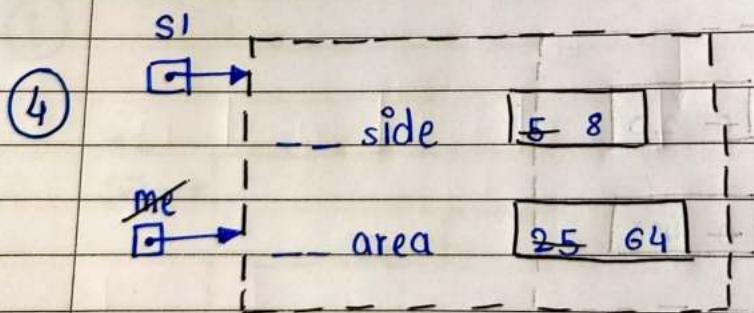
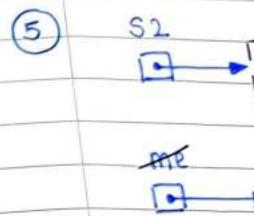
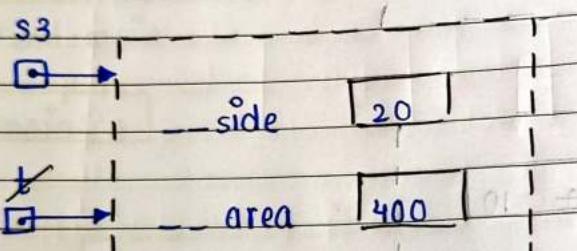
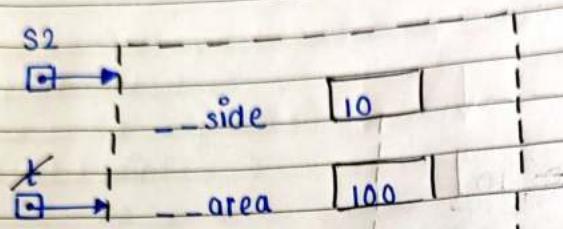


side

20

area

400



%

Side: 8 Area: 64

DATE

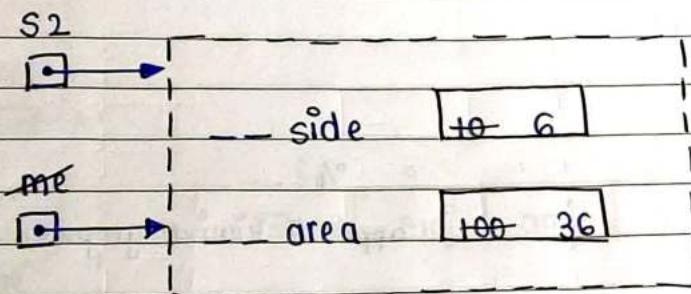
$$\begin{array}{c} a \\ 5 \end{array} \quad \begin{array}{c} b \\ 3 \end{array}$$

$$a + = b$$

$$\begin{array}{c} a \\ 8 \end{array} \quad \begin{array}{c} b \\ 3 \end{array}$$

----- X -----

(5)



O/P

side : 10 Area : 100

side : 6 Area : 36

P329.PY

print('raj' in ['amit', 'raj', 'navi'])

print('joe' in ['amit', 'raj', 'navi'])

%p

True

False

DATE

P330-PY

a = ['apple', 'kiwi', 'grapes']

print(a)

%p

['apple', 'kiwi', 'grapes']

s1 = '\n'.join(a)

print(s1)

s2 = '#'.join(a)

print(s2)

%p

apple

kiwi

grapes

%p

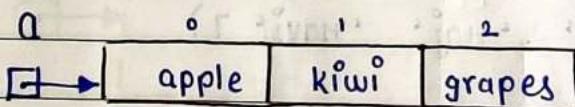
apple # kiwi # grapes

s1

'apple \n kiwi \n grapes'

s2

'apple # kiwi # grapes'



P331.py

class Friends:

def __init__(me):

me.f = ['raj', 'amit', 'joe']

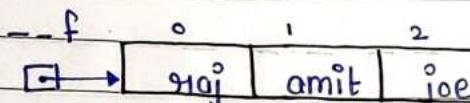
end: init

def str(me):

return '\n'.join(me.f)

end: str

obj



me



%p

raj

amit

joe

def contains(me, t):

return t in me.f

t / t
'raj' . 'ravi'

end: contains

'raj' in me.f (True)

'ravi' in me.f (False)

in



contains

%p

raj is my friend

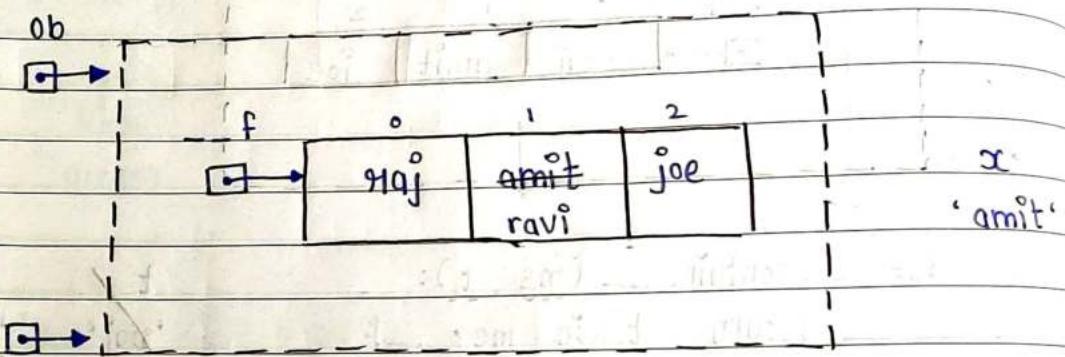
ravi is not my friend

```

# __init__ = []
# __getitem__
def __getitem__(me, index):
    return me.f[index]
# end: __getitem__
# [] = __init__
# __setitem__
def __setitem__(me, index, value):
    me.f[index] = value
# end: __setitem__

```

index
1
value
'Xavi'



%PUSH)

x: amit)

old list:

raj

amit

joe

new list:

raj

ravi

joe