

## Assignment - Day 15

- 1. Create a class *Person* with below details.
  - a. The class should have the following attributes:
    - i. *name* (string)
    - ii. age (integer)
    - iii. gender (string)
  - b. The class should have the following methods:
    - i. \_\_init\_\_(): to initialize the attributes.
    - ii. introduce(): to print a statement introducing the person.

Marks-2

- 2. Create a class *BankAccount*, and implement below details.
  - a. The class should have the following attributes:
    - i. account number (string)
    - ii. account\_holder (string)
    - iii. balance (float)
  - b. The class should have the following methods:
    - i. *init* (): to initialize the attributes.
    - ii. deposit(): to add money to the balance.
    - iii. withdraw(): to subtract money from the balance.
    - iv. get balance(): to return the current balance.

Marks-2

- 3. Create a class *Circle*, and implement below details.
  - a. The class should have the following attributes:
    - i. x and y: centre coordinates (x axis and y axis).
    - ii. radius: the radius of the circle.
  - b. The class should have the following methods:
    - i. get area(): calculate and return the area of circle
    - ii. get\_perimeter(): return the perimeter of circle
    - iii. get circumference(): return circumference of the circle.

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