

READ LAB to see what has to be coded.

Part 1	Enter code in IDE Editor that would	2 marks
	<ul style="list-style-type: none">• Show Your full name• Show Student ID #• Show Date written• Show why program written	
Part 2	Write python code	3 marks
Part 3	Write python code	5 marks
Part 4	Write python code	10 marks

- Write completed code, using the supplied, to produce the output required.
- The code can be written into 1 file to produce the required outputs
- If you are creating 4 files, make sure Part 1 has been completed for all 4

SUBMISSION:

Upload python .py file to

Lab 8 - Inheritance, Polymorphism

Part 2 3 marks

```
class X(object):
    def __init__(self, a):
        self.num = a

    def doubleup(self):
        self.num *= 2

class Y(X):
    def __init__(self, a):
        X.__init__(self, a)

    def tripleup(self):
        self.num *= 3
```

Create the Code to produce OUTPUT

Output

3

9

27

PYTHON Week 9 Lab 8

Due July 10, 2023 11:59pm

Part 3 5 marks

```
# Base or Super class
class Person(object):
    def __init__(self, name):
        self.name = name

    def getName(self):
        return self.name

    def isEmployee(self):
        return False

# Inherited or Subclass (Note Person in bracket)
class Employee(Person):
    def __init__(self, name, eid):
        ''' In Python 3.0+, "super().__init__(name)"
            also works'''
        super(Employee, self).__init__(name)
        self.empID = eid

    def isEmployee(self):
        return True

    def getID(self):
        return self.empID
```

Create the Code to produce OUTPUT

OUTPUT

("geek1", True, "E101")

Part 4 10 marks

```
import math

class Shape:
    def __init__(self, color='black', filled=False):
        self._color = Color
        self.__filled = filled

    def get_color(self):
        return self.__color

    def set_color(self, color):
        self.__color = color

    def get_filled(self):
        return self.__filled

    def set_filled(self, filled):
        self.__filled = filled

class Rectangle(Shape):
    def __init__(self, length, breadth):
        super().__init__()
        self.__length = length
        self.__breadth = breadth

    def get_length(self):
        return self.__length

    def set_length(self, length):
        self.__length = length

    def get_breadth(self):
        return self.__breadth

    def set_breadth(self, breadth):
        self.__breadth = breadth

    def get_area(self):
        return self.__length * self.__breadth

    def get_perimeter(self):
```

PYTHON Week 9 Lab 8

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```
return 2 * (self.__length + self.__breadth)
```

```
class Circle(Shape):
    def __init__(self, radius):
        super().__init__()
        self.__radius = radius

    def get_radius(self):
        return self.__radius

    def set_radius(self, radius):
        self.__radius = radius

    def get_area(self):
        return math.pi * self.__radius ** 2

    def get_perimeter(self):
        return 2 * math.pi * self.__radius
```

Create the Code to produce OUTPUT

Output:

```
Area of rectangle r1: 26.25
Perimeter of rectangle r1: 26.0
Color of rectangle r1: black
Is rectangle r1 filled ? False
Is rectangle r1 filled ? True
Color of rectangle r1: orange
```

```
Area of circle c1: 452.39
Perimeter of circle c1: 75.40
Color of circle c1: black
Is circle c1 filled ? False
Is circle c1 filled ? True
Color of circle c1: blue
```