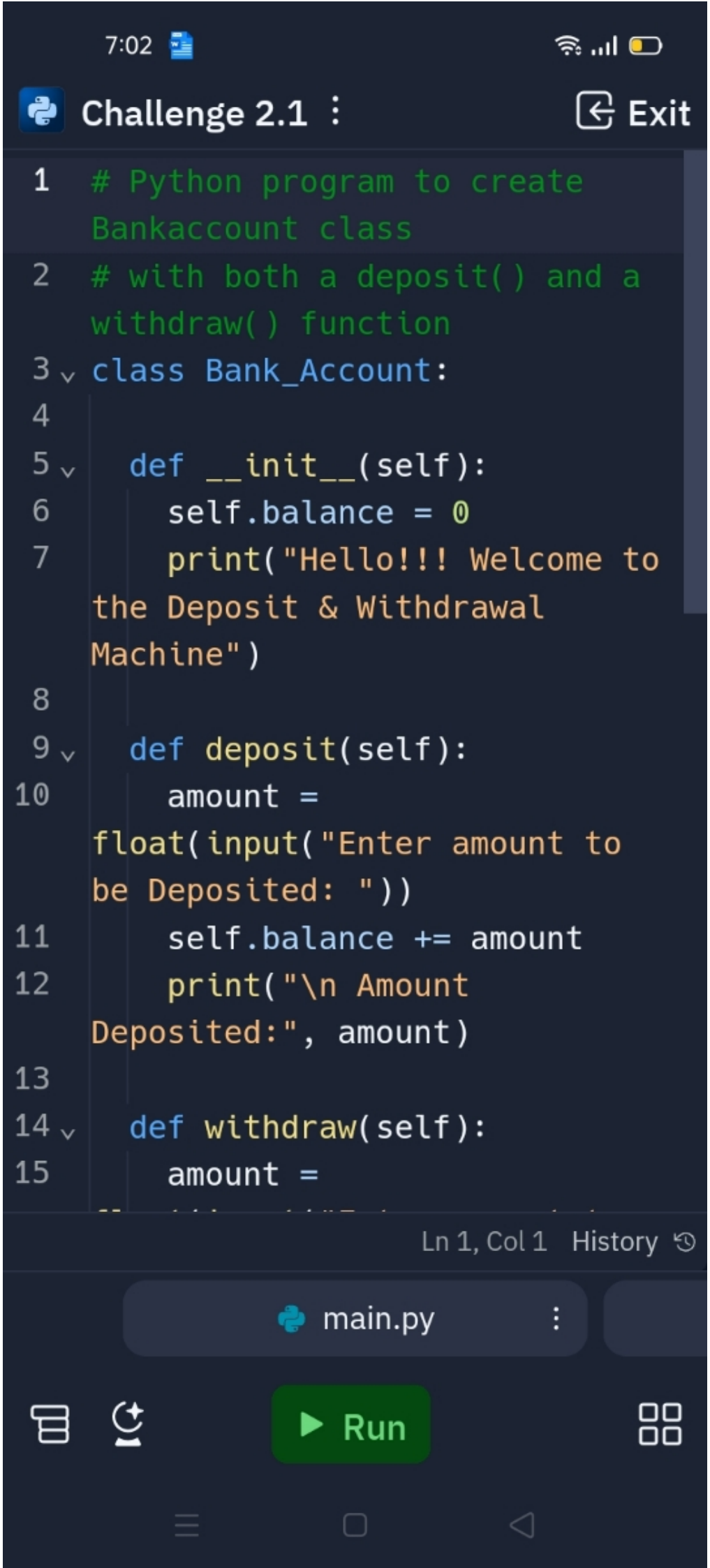
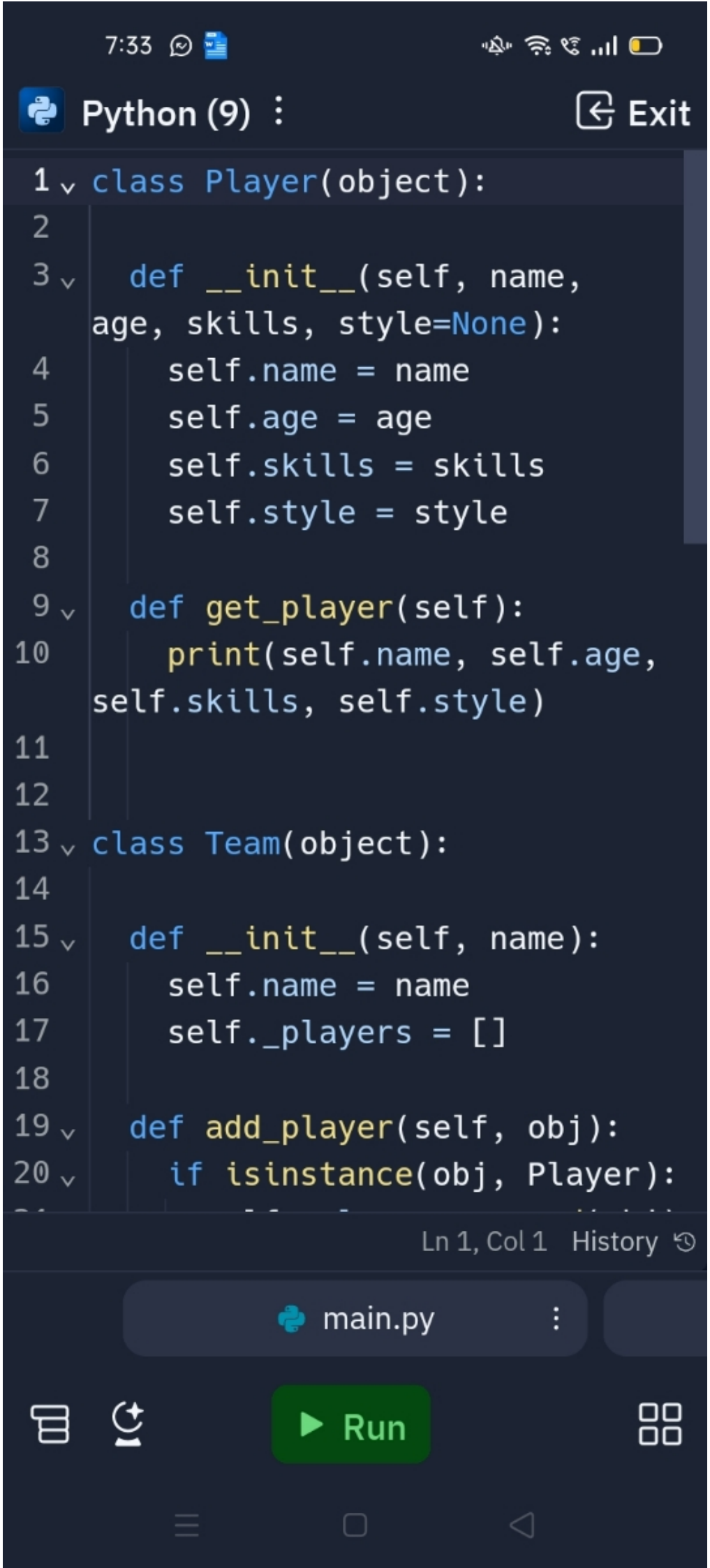
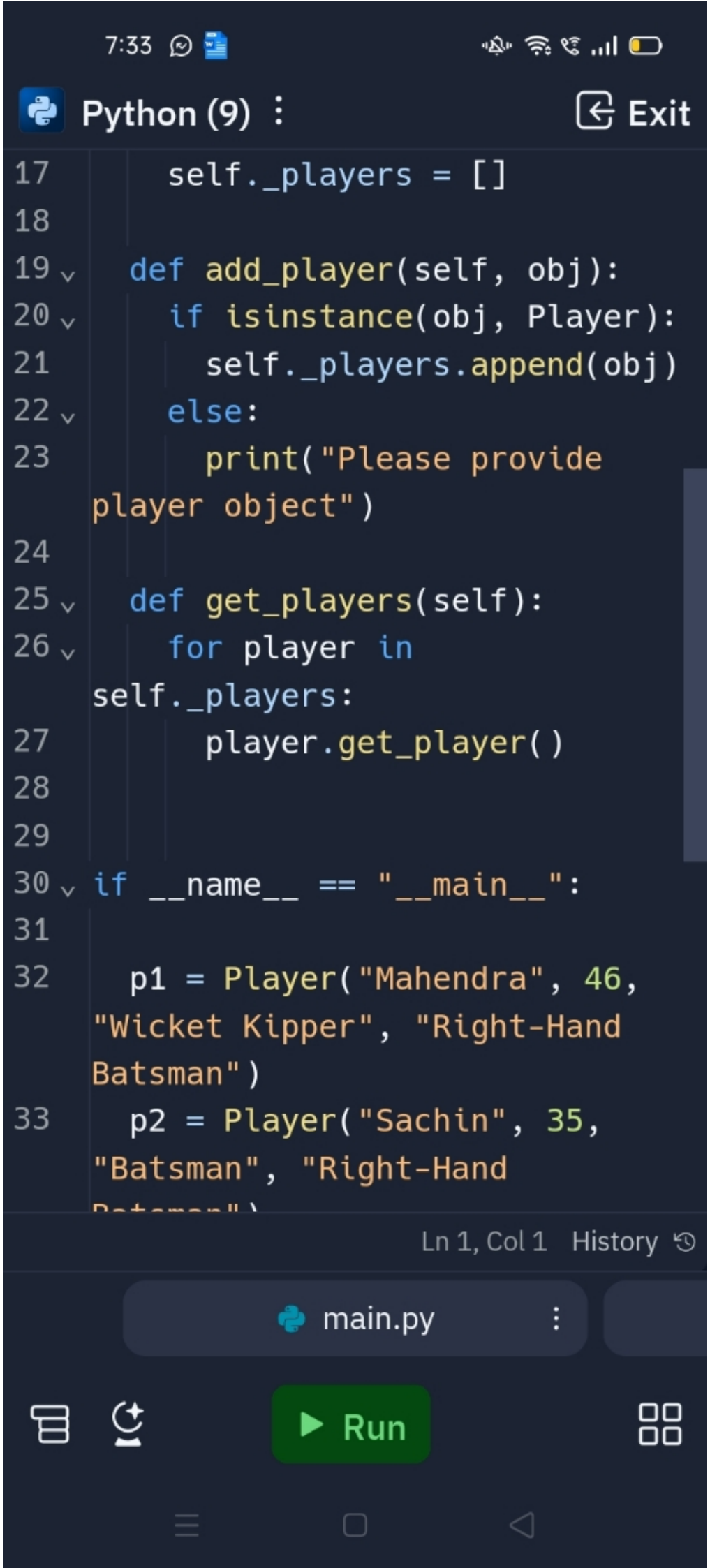

7:02
Challenge 2.1
Exit
1 # Python program to create Bankaccount class
2 # with both a deposit() and a withdraw() function
3 class Bank_Account:
4
5 def __init__(self):
6 self.balance = 0
7 print("Hello!!! Welcome to the Deposit & Withdrawal Machine")
8
9 def deposit(self):
10 amount = float(input("Enter amount to be Deposited: "))
11 self.balance += amount
12 print("\n Amount Deposited:", amount)
13
14 def withdraw(self):
15 amount =
Ln 1, Col 1
History
main.py
Run

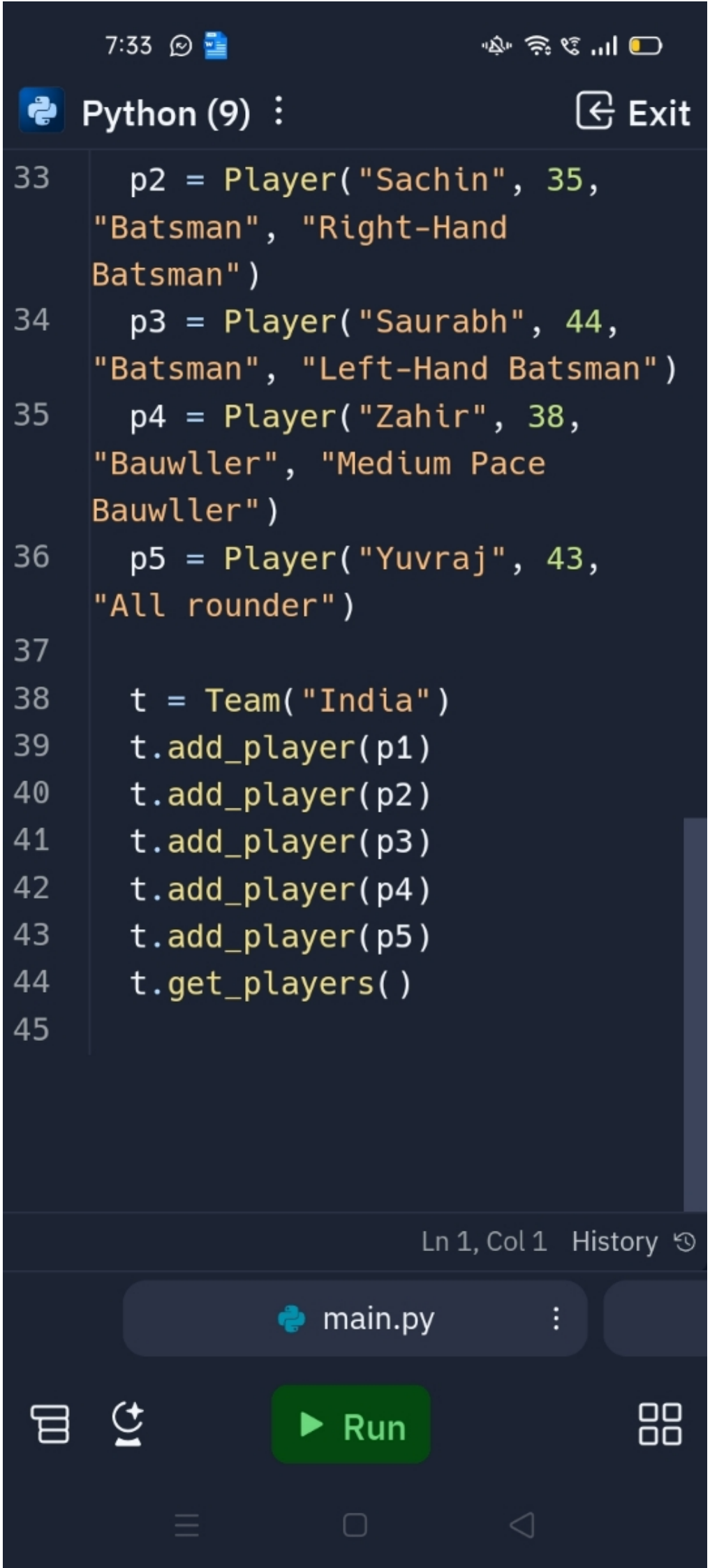
```
  def deposit(self):
    amount =
float(input("Enter amount to
be Deposited: "))
    self.balance += amount
    print("\n Amount
Deposited:", amount)

  def withdraw(self):
    amount =
float(input("Enter amount to
be Withdrawn: "))
    if self.balance >= amount:
      self.balance -= amount
      print("\n You
Withdrew:", amount)
    else:
      print("\n Insufficient
balance  ")

  def display(self):
    print("\n Net Available
```

```
20          print("\n Insufficient
    balance  ")
21
22      def display(self):
23          print("\n Net Available
    Balance=", self.balance)
24
25
26  # Driver code
27
28  # creating an object of class
29  s = Bank_Account()
30
31  # Calling functions with that
    class object
32  s.deposit()
33  s.withdraw()
34  s.display()
35
```


7:03
Challenge 2.1
Exit
Hello!!! Welcome to the Deposit
ithdrawal Machine
Enter amount to be Deposited: 2000
Amount Deposited: 2000.0
Enter amount to be Withdrawn: 999
You Withdrew: 999.0
Net Available Balance= 1001.0
Console
Run


7:33
Python (9)
Exit
1 class Player(object):
2
3 def __init__(self, name, age, skills, style=None):
4 self.name = name
5 self.age = age
6 self.skills = skills
7 self.style = style
8
9 def get_player(self):
10 print(self.name, self.age, self.skills, self.style)
11
12
13 class Team(object):
14
15 def __init__(self, name):
16 self.name = name
17 self._players = []
18
19 def add_player(self, obj):
20 if isinstance(obj, Player):
Ln 1, Col 1
History
main.py
Run


7:33
Python (9)
Exit
17 self._players = []
18
19 def add_player(self, obj):
20 if isinstance(obj, Player):
21 self._players.append(obj)
22 else:
23 print("Please provide player object")
24
25 def get_players(self):
26 for player in self._players:
27 player.get_player()
28
29
30 if __name__ == "__main__":
31
32 p1 = Player("Mahendra", 46, "Wicket Kipper", "Right-Hand Batsman")
33 p2 = Player("Sachin", 35, "Batsman", "Right-Hand
Ln 1, Col 1
History
main.py
Run


7:33
Python (9)
Exit
33 p2 = Player("Sachin", 35, "Batsman", "Right-Hand Batsman")
34 p3 = Player("Saurabh", 44, "Batsman", "Left-Hand Batsman")
35 p4 = Player("Zahir", 38, "Bauwller", "Medium Pace Bauwller")
36 p5 = Player("Yuvraj", 43, "All rounder")
37
38 t = Team("India")
39 t.add_player(p1)
40 t.add_player(p2)
41 t.add_player(p3)
42 t.add_player(p4)
43 t.add_player(p5)
44 t.get_players()
45
Ln 1, Col 1
History
main.py
Run


7:33
Python (9)
Exit
Mahendra 46 Wicket Kipper Right-Hand Batsman
Sachin 35 Batsman Right-Hand Batsman
Saurabh 44 Batsman Left-Hand Batsman
Zahir 38 Bauwller Medium Pace Bauwller
Yuvraj 43 All rounder None
Console
Run