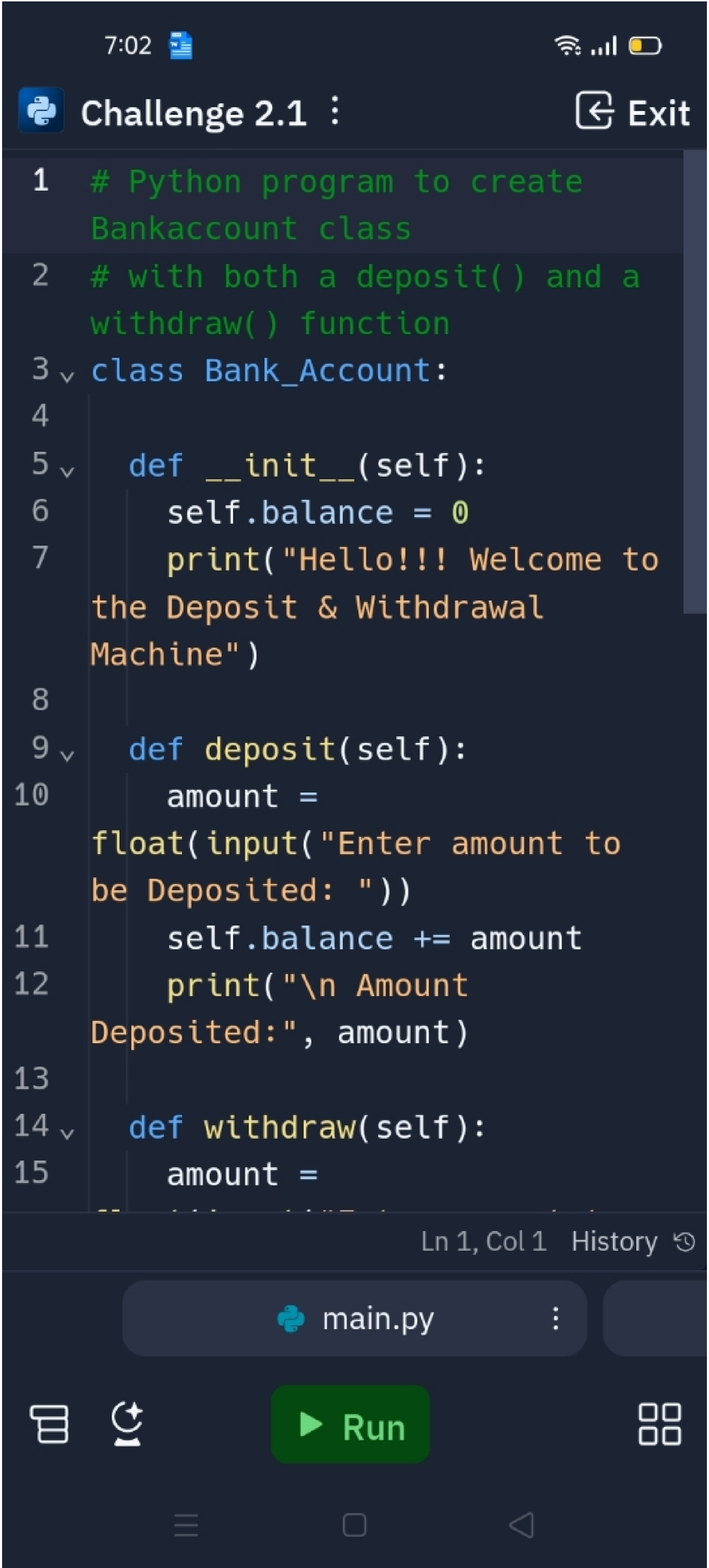
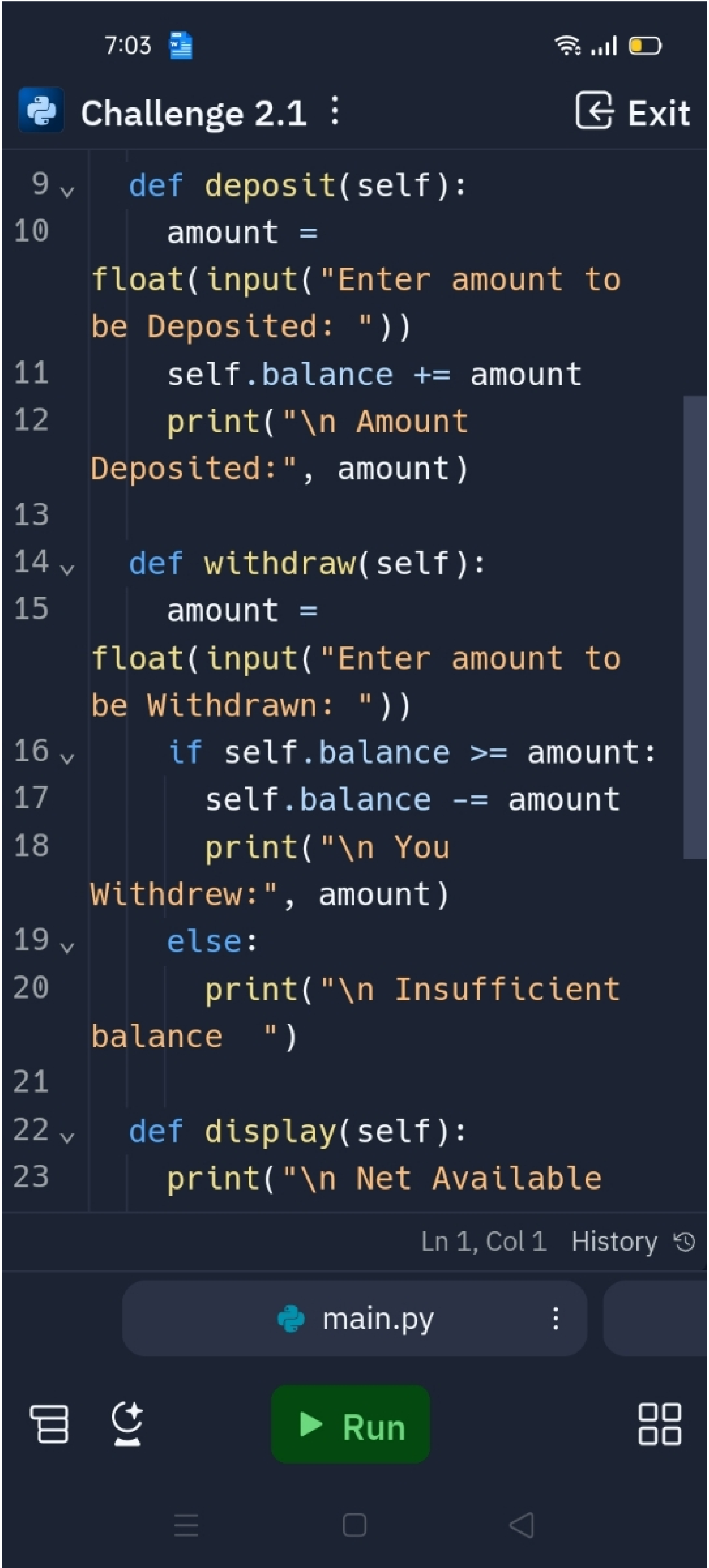
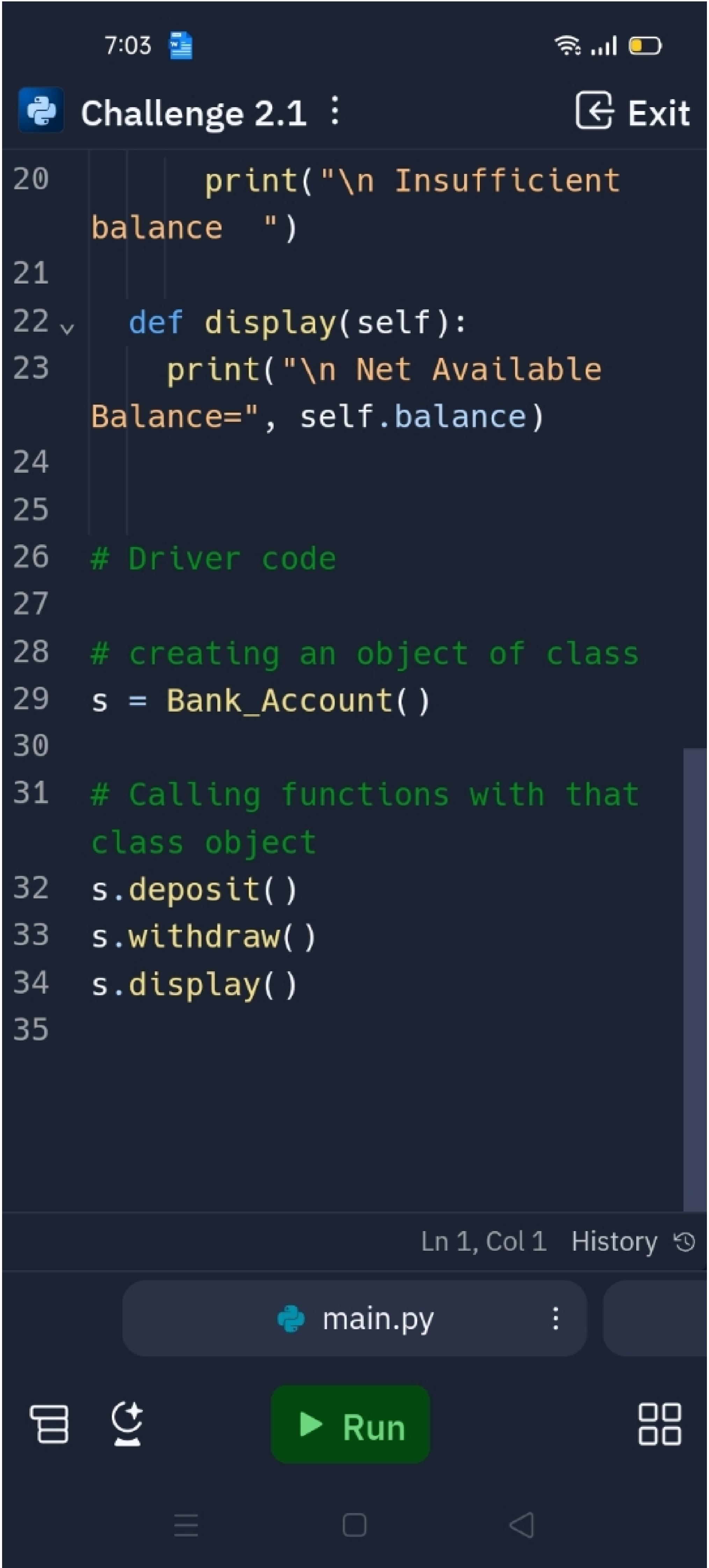


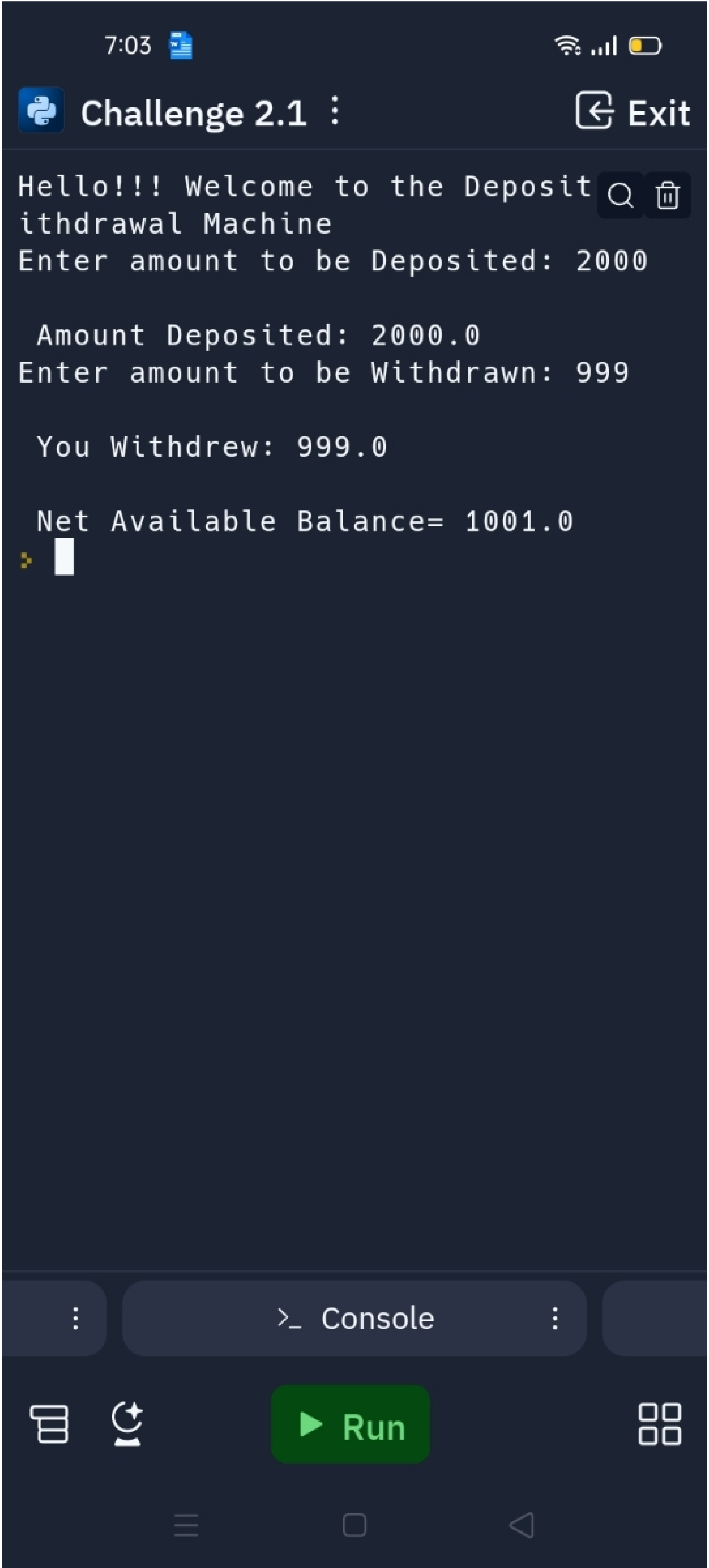
```python
# Python program to create Bankaccount class
# with both a deposit() and a withdraw() function
class Bank_Account:

 def __init__(self):
  self.balance = 0
  print("Hello!!! Welcome to the Deposit & Withdrawal Machine")

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

 def withdraw(self):
  amount =
```



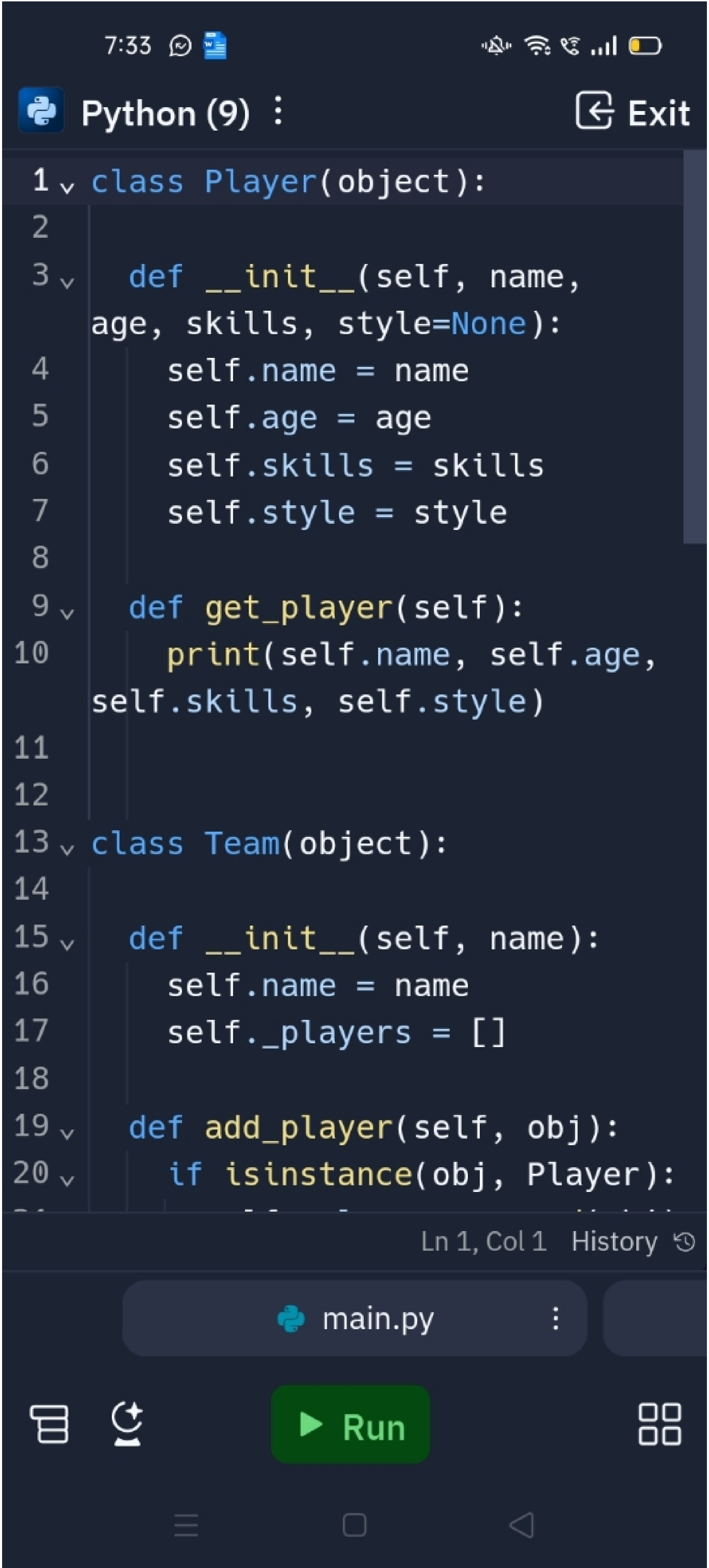
```
    def deposit(self):
        amount = float(input("Enter amount to be Deposited: "))
        self.balance += amount
        print("\n Amount Deposited:", amount)

    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        amount = float(input("Enter amount to be Withdrawn: "))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
```



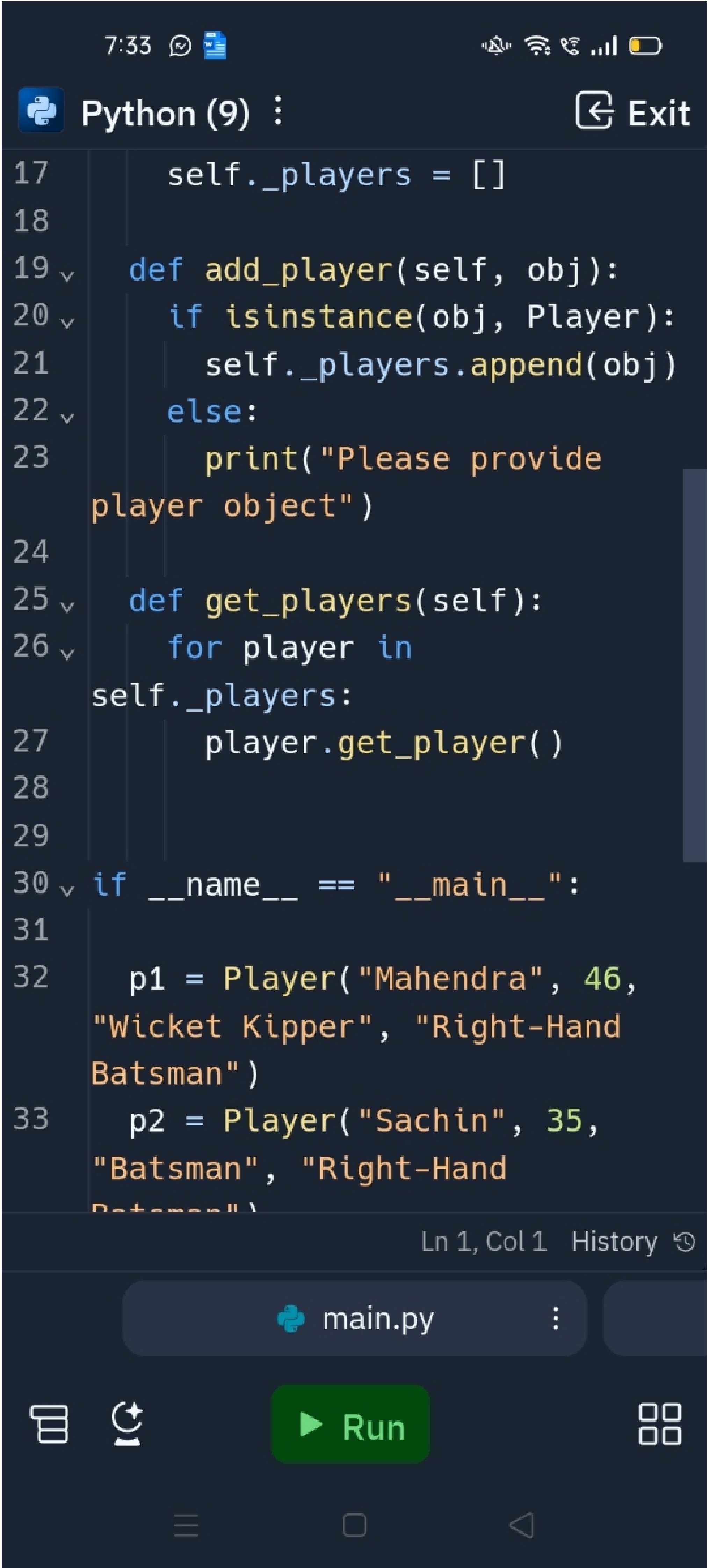
```python
      print("\n Insufficient balance  ")

  def display(self):
    print("\n Net Available Balance=", self.balance)


# Driver code

# creating an object of class
s = Bank_Account()

# Calling functions with that class object
s.deposit()
s.withdraw()
s.display()

```



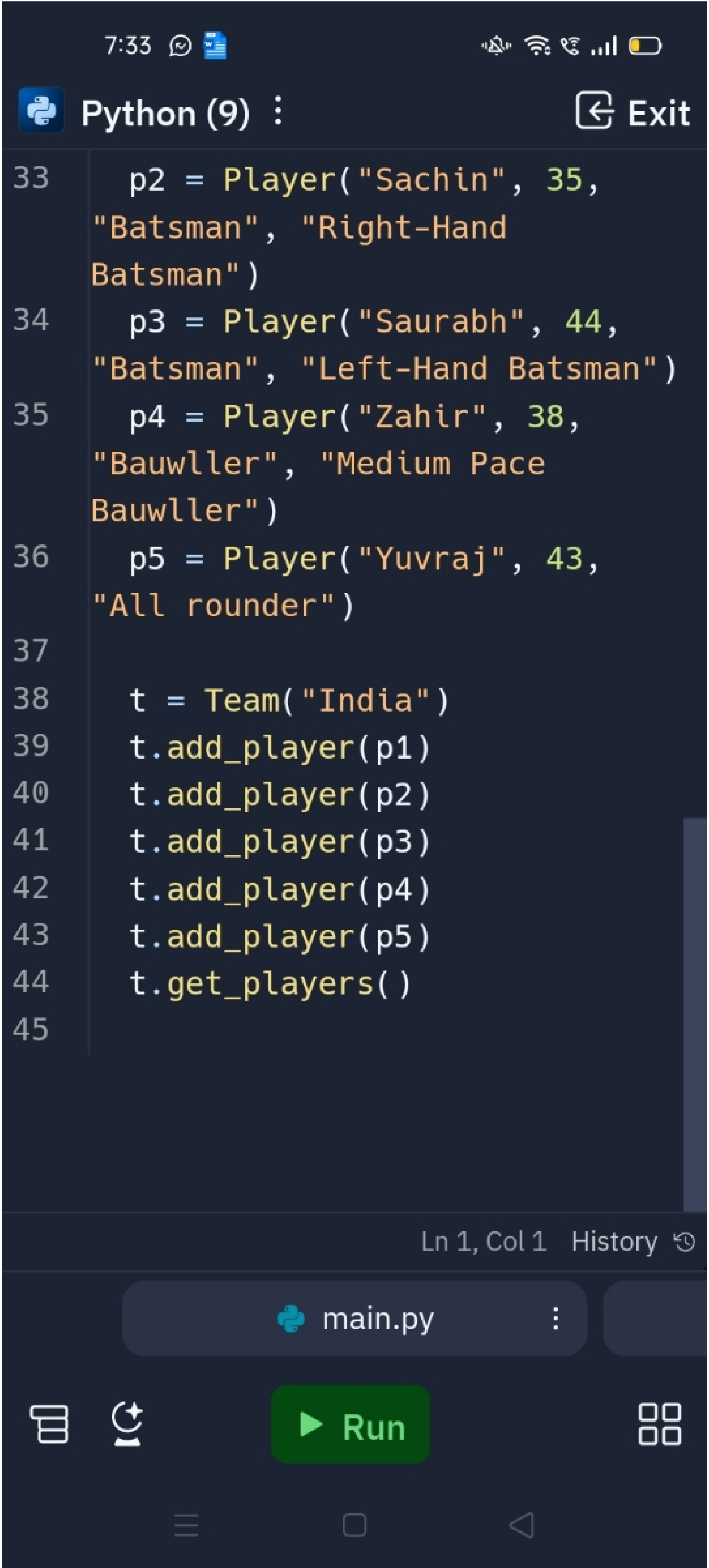
```
Hello!!! Welcome to the Deposit
ithdrawal Machine
Enter amount to be Deposited: 2000

 Amount Deposited: 2000.0
Enter amount to be Withdrawn: 999

 You Withdrew: 999.0

 Net Available Balance= 1001.0
>
```



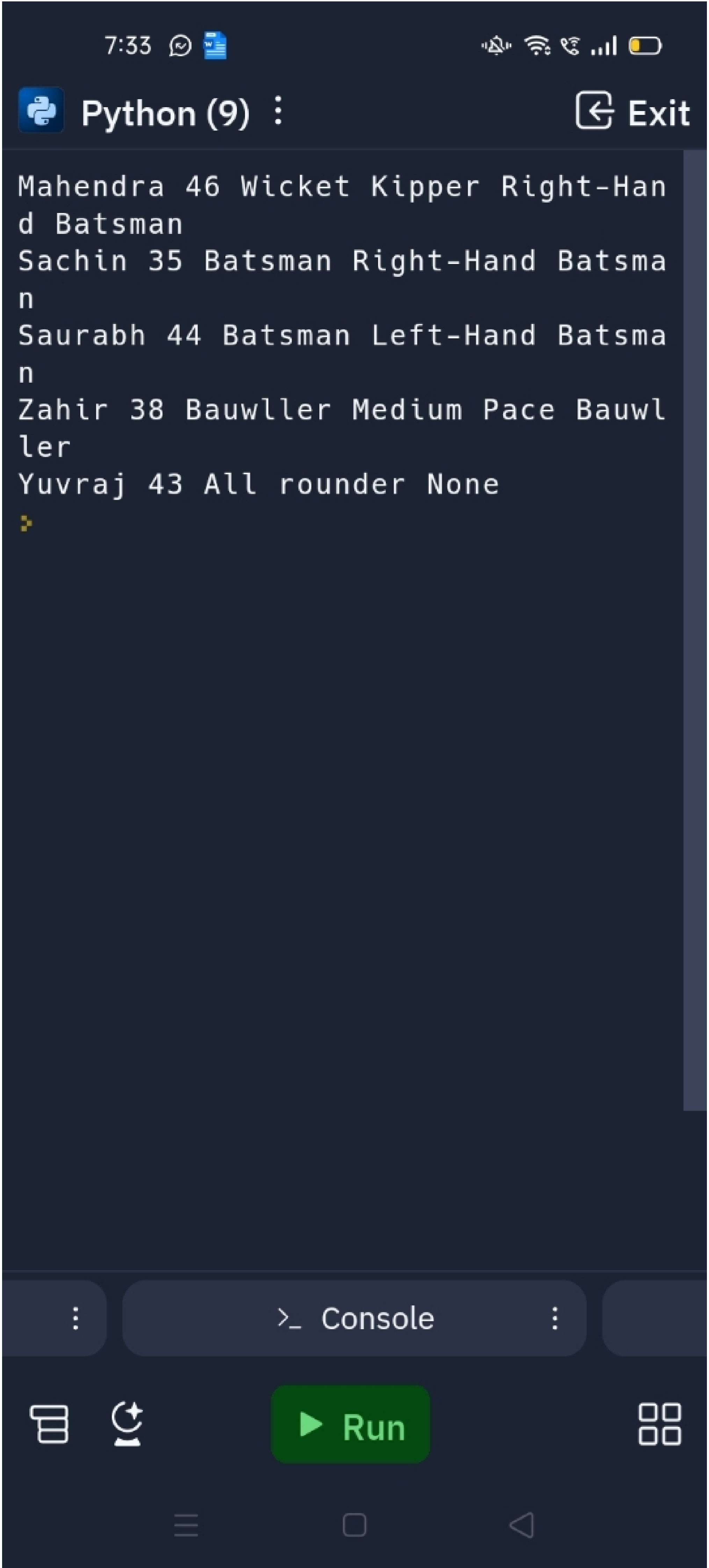
```python
class Player(object):

  def __init__(self, name, age, skills, style=None):
    self.name = name
    self.age = age
    self.skills = skills
    self.style = style

  def get_player(self):
    print(self.name, self.age, self.skills, self.style)


class Team(object):

  def __init__(self, name):
    self.name = name
    self._players = []

  def add_player(self, obj):
    if isinstance(obj, Player):
```



```python
        self._players = []

    def add_player(self, obj):
        if isinstance(obj, Player):
            self._players.append(obj)
        else:
            print("Please provide player object")

    def get_players(self):
        for player in self._players:
            player.get_player()


if __name__ == "__main__":

    p1 = Player("Mahendra", 46, "Wicket Kipper", "Right-Hand Batsman")
    p2 = Player("Sachin", 35, "Batsman", "Right-Hand Batsman")
```



```
  p2 = Player("Sachin", 35, "Batsman", "Right-Hand Batsman")
  p3 = Player("Saurabh", 44, "Batsman", "Left-Hand Batsman")
  p4 = Player("Zahir", 38, "Bauwller", "Medium Pace Bauwller")
  p5 = Player("Yuvraj", 43, "All rounder")

  t = Team("India")
  t.add_player(p1)
  t.add_player(p2)
  t.add_player(p3)
  t.add_player(p4)
  t.add_player(p5)
  t.get_players()

```



```
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
```