

```
1
2 # coding: utf-8
3
4 # In[ ]:
5
6
7 #!/usr/bin/python
8 class Animal:
9     def trace(s):
10         print(s)
11
12 #include a default contructor
13 def __inti__(self, l=1):
14     self.__legs=l
15     def __del__(self):
16         pass
17
18     def getLegs(self):
19         return self.__legs
20     def setLegs(self):
21         self.__legs = l
22     def isDisable(self):
23         return self.__legs == 0
24
25     def toString(self):
26         return "legs= "+ str(self.__legs))
27     def removeLegs(self, num):
28         self.__legs -=1
29
30
```

```
1
2 # coding: utf-8
3
4 # In[ ]:
5
6
7 #!/usr/bin/python
8
9 #TestMovie.py
10 import Movie
11 import sys, getopt
12
13 def usage():
14     print('Usage: TestMovie.py -h')
15     print('Usage: TestMovie.py -l<legs>')
16     print('Usage: TestMovie.py --legs<legs>')
17
18 def main(argv):
19     legs=''
20
21     try:
22         opts, args = getopt.getopt(argv,"hl:",["legs="])
23     except getopt.GetoptError:
24         usage()
25         sys.exit(2)
26
27     for opt, arg in opts:
28         if opt == '-h':
29             usage()
30             sys.exit()
31         elif opt in ("-i", "--legs"):
32             legs = arg
33
34     print("Po:Panda")
35     print("Voiced by Jack Black")
36     print("An energetic yet accident-prove giant panda.")
37
38     Po = Movie.Animal(legs)
39     print(Po.toString())
40
41     Po.removelegs(1)
42     if Po.isDisable():
43         print("after fight, Po is disable")
44     else:
45         print("after fight, Po is not disable")
46
47
48 if __name__ == '__main__':
49     main(sys.argv[1:])
50
51
```