

Exercises: Inheritance

Problems for exercise and homework for the [Python OOP Course @SoftUni](#).

Submit your solutions in the SoftUni judge system at <https://judge.softuni.org/Contests/1941>.

1. Person

You are asked to model an application for storing data about people. You should be able to have a **Person** and a **Child**. Every person receives **name** and **age** upon initialization. Your task is to model the application.

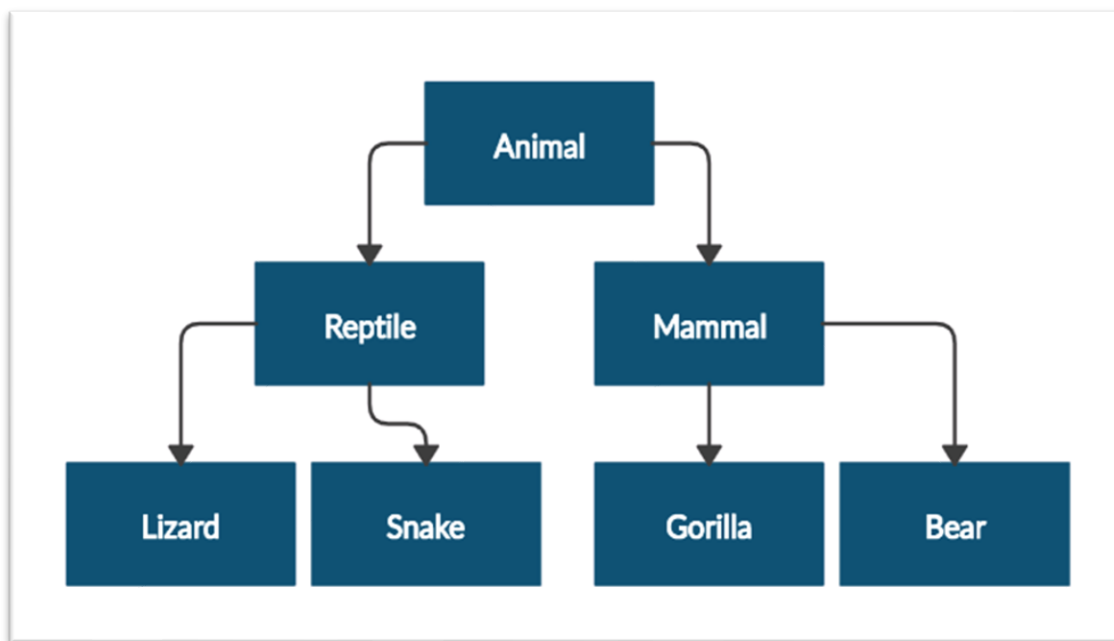
Create a **Child** class that inherits **Person** and has the same constructor definition. However, do not copy the code from the **Person** class - **reuse the Person class's constructor**.

Submit in judge a **zip file** named **project**, containing a separate file (person.py and child.py) for each of the classes.

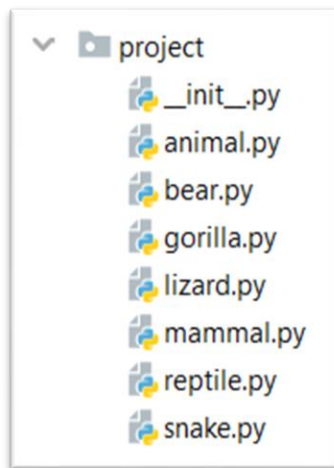
Test Code	Output
<pre>person = Person("Peter", 25) child = Child("Peter Junior", 5) print(person.name) print(person.age) print(child.__class__.__bases__[0].__name__)</pre>	<pre>Peter 25 Person</pre>

2. Zoo

Create a **zoo** project that contains the following classes:



Submit in judge a **zip file** of the **project**, containing a separate file for each of the classes using the structure shown below:



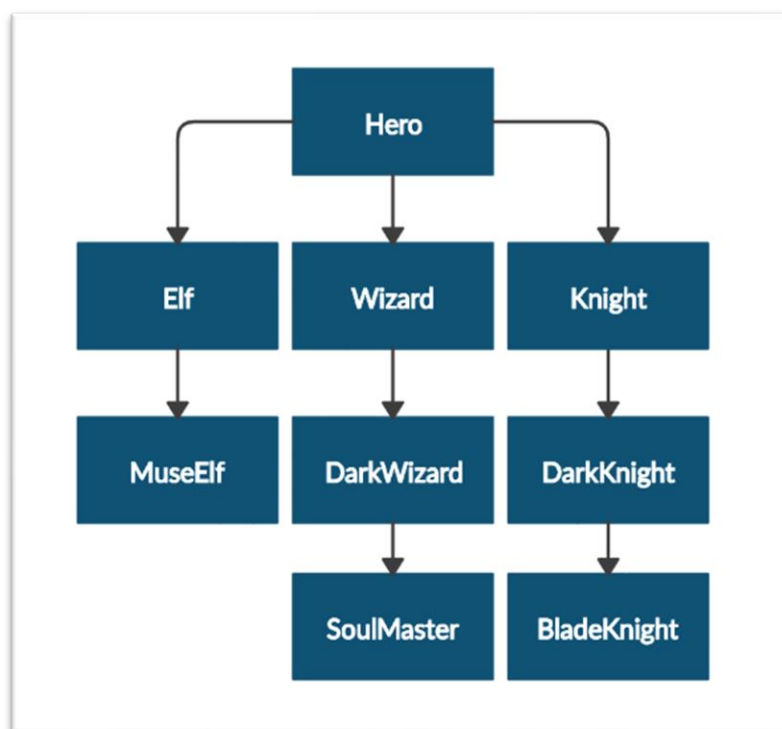
Follow the diagram and create all the classes. **Except for the Animal class, each class should inherit from another class**, as shown in the diagram. The **Animal** class should receive a **name - string** upon initialization.

Every class should have a constructor, which accepts one parameter: **name**

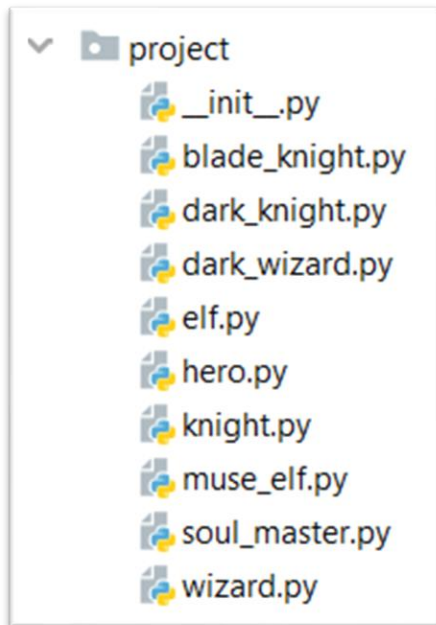
Test Code	Output
<pre>mammal = Mammal("Stella") print(mammal.__class__.__bases__[0].__name__) print(mammal.name) lizard = Lizard("John") print(lizard.__class__.__bases__[0].__name__) print(lizard.name)</pre>	<pre>Animal Stella Reptile John</pre>

3. Players and Monsters

Your task is to create the following game hierarchy:



Submit in judge a **zip file** containing a separate file for each of the classes using the structure shown below:



Create a class **Hero**. It should contain the following attributes:

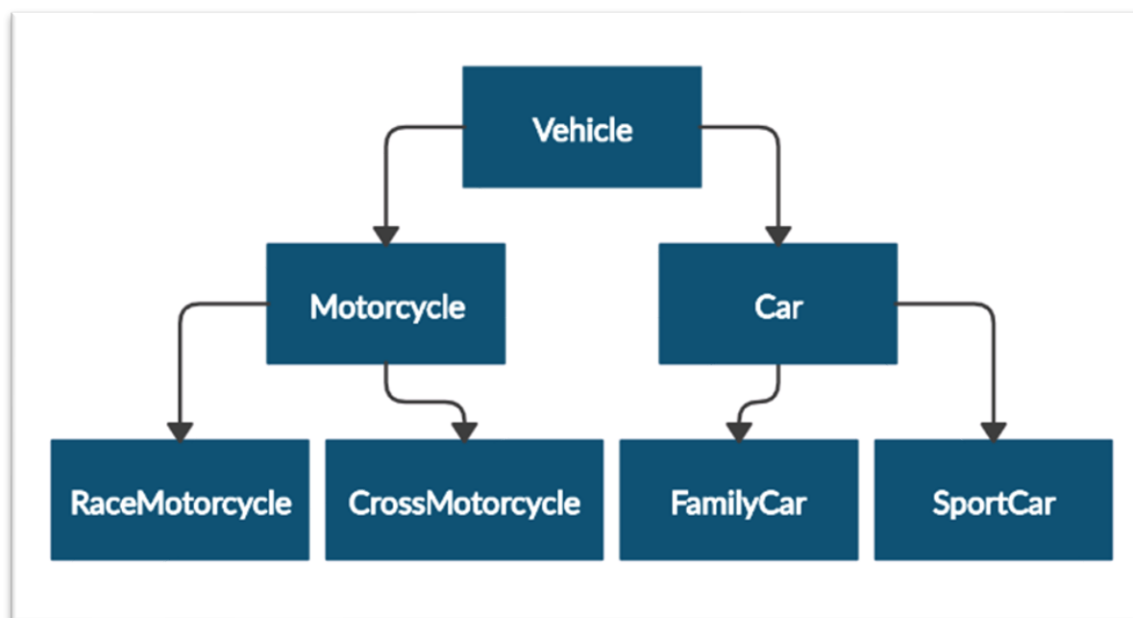
- **username:** string
- **level:** int

Override the **__str__()** method of the base class so it returns: **"{name} of type {class_name} has level {level}"**

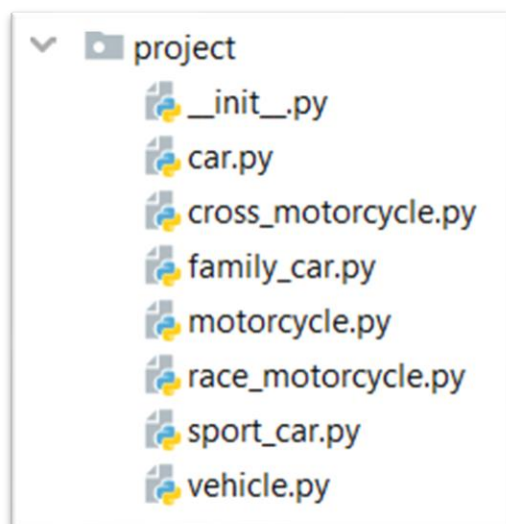
Test Code	Output
<pre>hero = Hero("H", 4) print(hero.username) print(hero.level) print(str(hero)) elf = Elf("E", 4) print(str(elf)) print(elf.__class__.__bases__[0].__name__) print(elf.username) print(elf.level)</pre>	<pre>H 4 H of type Hero has level 4 E of type Elf has level 4 Hero E 4</pre>

4. Need for Speed

Create the following **hierarchy** with the following **classes**:



Submit in judge a **zip file** containing a separate file for each of the classes using the structure shown below:



Create a base class **Vehicle**. It should contain the following attributes:

- **DEFAULT_FUEL_CONSUMPTION: float (constant)**
- **fuel_consumption: float** - represents the fuel consumption per kilometer
- **fuel: float** - represents the quantity of fuel in a specific vehicle
- **horse_power: int**

Upon initialization, the class should receive **fuel** and **horse_power**. The **DEFAULT_FUEL_CONSUMPTION** value should be set to the **fuel_consumption** value.

Each class should have the following methods:

- **drive(kilometers)** - reduces the **fuel** based on the traveled kilometers and fuel consumption (km * fuel consumption). Keep in mind that you can **start driving** the vehicle only if you have **enough fuel to finish the driving**.

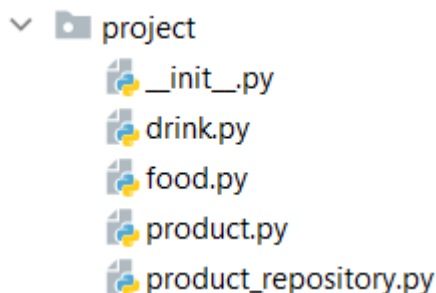
The default fuel consumption for the different vehicles is:

- **Vehicle** is **1.25**
- **SportCar** is **10**
- **RaceMotorcycle** is **8**
- **Car** is **3**

Test Code	Output
<pre>vehicle = Vehicle(50, 150) print(Vehicle.DEFAULT_FUEL_CONSUMPTION) print(FamilyCar.DEFAULT_FUEL_CONSUMPTION) print(vehicle.fuel) print(vehicle.horse_power) print(vehicle.fuel_consumption) vehicle.drive(100) print(vehicle.fuel) family_car = FamilyCar(150, 150) family_car.drive(50) print(family_car.fuel) family_car.drive(50) print(family_car.fuel) print(family_car.__class__.__bases__[0].__name__)</pre>	<pre>1.25 3 50 150 1.25 50 0 0 Car</pre>

5. Shop

Maria is expanding her business, and today, she is opening a grocery shop. You are hired to write a program that keeps track of the shop's inventory.



In the **product.py** file, the class **Product** should be implemented. It is a **base class** for any type of food and drink.

The class should receive **name: str**, and **quantity: int** upon **initialization**. It should also have 3 additional methods:

- **decrease(quantity: int)** - decreases the quantity of the product only if there is enough
- **increase(quantity: int)** - increases the quantity of the product
- **__repr__()** - override the method, so it returns the name of the product

In the file **drink.py**, the class **Drink** should be implemented. The class should **inherit** from the **Product** class. An instance of the **Drink** class will have a **name** and a **quantity** of **10**.

In the **food.py** file, the **Food** class should be implemented. The class should **inherit** from the **Product** class. An instance of the **Food** class will have a **name** and a **quantity** of **15**.

In the **product_repository.py** file, the class **ProductRepository** should be implemented. It is a **repository** for all **products** that are delivered to the grocery shop.

The class should have **products: list** - an **empty** list, which will be containing **all products** (objects). Also, the class should have **4 additional methods**:

- **add(product: Product)** - adds a product to the repository
- **find(product_name: str)** - returns a product (object) with that name
- **remove(product_name)** - removes a product from the repository
- **__repr__()** - override the method, so it returns information for all products in the repository:

```
"{product_name1}: {quantity1}"
```

```
{product_name2}: {quantity2}
```

```
...
```

```
{product_nameN}: {quantityN}"
```

Test Code	Output
<pre>food = Food("apple") drink = Drink("water") repo = ProductRepository() repo.add(food) repo.add(drink) print(repo.products) print(repo.find("water")) repo.find("apple").decrease(5) print(repo)</pre>	<pre>[apple, water] water apple: 10 water: 10</pre>