

R11  
OOPs - 1

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## 3357 · Print Student Information PRE

OOD Naive Accepted Rate 89% ☆



Description Solution<sup>5</sup> Notes Discuss Leaderboard Record

ⓘ This topic is a pre-release topic. If you encounter any problems, please contact us via "[Problem Correction](#)", and we will upgrade your account to VIP as a thank you.

### Description

Create a `Student` class to represent a student object, now have the following requirements: have the following class attributes, name, age, list of grades [language, math, English], where the type of each class grade is an integer, the methods of the class are described as follows:

1. list item to get the name of the student. `get_name()`, which returns the following:

```
name:zhangming
```

2. Get the age of the student. `get_age()`, the return content is:

```
age:20
```

3. Return the highest score of the 3 subjects. `get_course()`, returns the following:

```
max_achievement:100
```

Refine the properties and methods of the class so that the program outputs the specified content.

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WeChat Notes Twitter for more information (WeChat ID [jiuzhangfeifei](#))

### Example

#### Example 1

Input:

```
null
```

output:

```
name:zhangming
```

## 3426 · Output of The Number of Objects PRE

OOD Naive Accepted Rate 69% ☆



Description Solution <sup>3</sup> Notes Discuss Leaderboard Record

ⓘ This topic is a pre-release topic. If you encounter any problems, please contact us via "[Problem Correction](#)", and we will upgrade your account to VIP as a thank you.

### Description

Implement the corresponding functions as required by the school, with the following requirements.

1. create a school member class `SchoolMember` with the name and number of members.
2. create a teacher class `Teacher` that inherits the school member class and has the salary property.
3. create a student class `Student` that inherits the school member class and has the grade property
4. When creating teacher and student objects, add 1 to the total number; if the object is reduced, subtract 1 from the total number

Refine the corresponding classes so that the corresponding content can be output.

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### Example

#### Example 1

Input:

None

Output:

```
Add operation
The total number of people is 1
The total number of people is 2
The total number of people is 3
The total number of people is 4
Current number of people 4
Delete operation
```

## 3300 · Using the Transportation Method PRE

OOD Naive Accepted Rate 77% ☆



Description Solution <sup>2</sup> Notes Discuss Leaderboard Record

ⓘ This topic is a pre-release topic. If you encounter any problems, please contact us via ["Problem Correction"](#), and we will upgrade your account to VIP as a thank you.

### Description

Topic requirements:

1. Define a class of vehicle with properties: speed (speed), volume (size), acceleration (acceleration), time (time).
2. Define some methods: `move` : output content for the initial speed, acceleration and volume, `setSpeed(int speed)` : can set the initial speed of the vehicle and print, `speedUp` : speed plus acceleration times time and print, `speedDown` : speed minus acceleration times time and print, **If the speed is less than 0, the output is 0.**
3. Instantiate a vehicle object, initialize the values of `speed` and `size` by methods and call the methods to print the output; in addition, call `speedUp` and `speedDown` to change the speed.

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### Example

#### Sample 1

Input:

None

Output:

```
Initial velocity: 1; Acceleration: 2; Volume: 2
The initial velocity of the setting is: 1
The speed after the acceleration is: 11
The speed after the deceleration is: 0
```

Tags



## 3400 - Perimeter and Area of a Square PRE

OOD Naive Accepted Rate 92% ☆



Description Solution<sup>3</sup> Notes Discuss Leaderboard Record

ⓘ This topic is a pre-release topic. If you encounter any problems, please contact us via ["Problem Correction"](#), and we will upgrade your account to VIP as a thank you.

### Description

Now that you have a `Square` class that inherits from the predefined class `Rectangle`, the only thing you need to do is to complete the `Square` constructor, and finally we will print the perimeter and area of the square using the methods `perimeter()` and `area()` in the `Rectangle` class.

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### Example

#### Example 1:

Input:

1

Output:

4

1

#### Example 2:

Input:

4

Output:

16