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# 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):
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Unit-2: Chellenge 2.1

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amount = float(input("Enter amount to be Withdrawn: "))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 Balance=",self.balance)
# Driver code
# creating an object of class
s = Bank_Account()
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# Calling functions with that class object
s.deposit()
s.withdraw()
s.display()
Output:
Hello !!! Welcome to Deposit&Withdrawal Machine
Enter amount to be deposited:
 Amount Deposited: 1000.0
Enter amount to be withdrawn:
 You Withdrew: 500.0
Net Available Balance = 500.0
Unit-2: Chellenge 2.2
# A Python program to demonstrate inheritance
# Base or Super class. Note object in bracket.
# (Generally, object is made ancestor of all classes)
# In Python 3.x "class Person" is
# equivalent to "class Person(object)"
class Person(object):
    # Constructor
    def __init__(self, name):
        self.name = name
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# To get name
    def getName(self):
        return self.name
    # To check if this person is employee
    def isEmployee(self):
        return False
# Inherited or Sub class (Note Person in bracket)
class Employee(Person):
    # Here we return true
    def isEmployee(self):
        return True
# Driver code
emp = Person("Geek1") # An Object of Person
print(emp.getName(), emp.isEmployee())
emp = Employee("Geek2") # An Object of Employee
print(emp.getName(), emp.isEmployee())
Output:
('Geek1', False)
('Geek2', True)
```