

# 1. Create a class Vehicle with a method start\_engine. Create two derived classes Car and Bike that override the start\_engine method. Demonstrate polymorphism by calling the method from an instance of each class.

```
class Vehicle:
    def start_engine(self):
        print("Vehicle Class")
```

```
class Bajaj(Vehicle):
    def start_engine(self):
        print("Class Bajaj")
```

```
class Hero(Vehicle):
    def start_engine(self):
        print("Class Hero")
```

```
b=Bajaj()
b.start_engine()
h=Hero()
h.start_engine()
```

# Here both class having same method start\_engine which having in base class hence method is overridden by derived classes

# output:

# Class Bajaj

# Class Hero

# 2. Write a program to implement single inheritance where a base class Person contains a method show\_name, and a derived class Student adds a method show\_grade.

```
class Person:
    def __init__(self,name):
        self.name=name
```

```
    def show_name(self):
        return self.name
```

```
class Student(Person):
    def show_grade(self,grade):
        print(self.show_name(),grade)
```

```
p=Student('lavanya')
```

```
# p.show_grade(98)
```

# output: lavanya 98

# 3. Implement multilevel inheritance by creating a class LivingBeing, inherited by Animal, which is further inherited by Dog. Add a method to each class and demonstrate their usage.

```
class LivingBeing:
    def Alive(self):
        print("I am Alive")
class Animal(LivingBeing):
    def animal(self):
        print("Animal Category")
class Dog(Animal):
    def sound(self):
        print("Dog", "Bark")
```

```
# d=Dog()
# d.Alive()
# d.animal()
# d.sound()
# output:I am Alive
# Animal Category
# Dog Bark
"""
```

here dog class is inherited from Animal class (parent class)  
and Animal class is again inherited from LivingBeing (Grand parent class)  
hence a child class can access properties of parent as well as grand parent class  
"""

# 4. Define a base class Shape with an abstract method area. Create two derived classes, Circle and Rectangle, that implement the area method. Use polymorphism to calculate areas of both shapes.

```
from abc import ABC, abstractclassmethod
class Shape(ABC):
    @abstractclassmethod
    def area(self):
        pass
class Rectangle(Shape):
    def area(self,r):
        print(3.14*r*r*2)
class Circle(Shape):
    def area(self,l,b):
        print(l*b)
# r=Rectangle()
# c=Circle()
# r.area(2)
```

```
# c.area(4,8)
```

```
# output:
```

```
# 25.12
```

```
# 32
```

# 5. Create a parent class Employee with attributes name and salary. Inherit it in a class Manager and add an attribute department. Demonstrate how Manager can access the Employee attributes.

```
class Employee:
```

```
    def __init__(self,name,salary):
```

```
        self.name=name
```

```
        self.salary=salary
```

```
class Manager(Employee):
```

```
    def Display(self):
```

```
        department="CSE"
```

```
        print(self.name,self.salary,department)
```

```
# m=Manager('Lavanya',50000)
```

```
# m.Display()
```

```
# output:Lavanya 50000 CSE
```

# 6. Write a program using hierarchical inheritance where a base class Animal is inherited by two classes, Bird and Fish. Each subclass should have its own unique method.

```
class Animal:
```

```
    def category(self):
```

```
        print("Type Animal ")
```

```
class Bird(Animal):
```

```
    def sound(self):
```

```
        print("Bird","ChivChiv")
```

```
class Fish(Animal):
```

```
    def sound(self):
```

```
        print("Fish","POOPOO")
```

```
# b=Bird()
```

```
# b.category()
```

```
# b.sound()
```

```
# b=Fish()
```

```
# b.category()
```

```
# b.sound()
```

```
# output:
```

```
# Type Animal
```

```
# Bird ChivChiv
```

```
# Type Animal
# Fish POOPOO
```

# 7. Create a class Book with a method get\_info. Override this method in a derived class EBook to display additional details like file size and format.

```
class Book:
    def __init__(self,name):
        self.name=name
    def get_info(self):
        print(self.name)
class Ebook(Book):
    def get_info(self,filesize,format):
        self.filesize=filesize
        self.format=format
        print("Name:",self.name,"Filesize:",self.filesize,"Fromat:",self.format)
e=Ebook('The Hobbit')
e.get_info('32MB','.pdf')
# output:Name: The Hobbit Filesize: 32MB Fromat: .pdf
```

# 8. Implement a program where a base class Instrument has a method play. Create two derived classes, Guitar and Piano, that override the play method.

```
class Instrument:
    def play(self):
        print("Sound")
class Guitar(Instrument):
    def play(self):
        print("lallalaa")
class Piano(Instrument):
    def play(self):
        print("Saregamapa")
# g=Guitar()
# g.play()
# g=Piano()
# g.play()
# output:
# lallalaa
# Saregamapa
```

# 9. Write a program to demonstrate method resolution order (MRO) in multiple inheritance by creating classes A, B, C, and D, where D inherits from both B and C, which in turn inherit from A.

```
class A:
    def d(self):
        print("A")
```

```
class B(A):
    def d(self):
        print("B")
```

```
class C(A):
    def d(self):
        print("C")
```

```
class D(B,C):
    pass
```

```
d1=D()
```

```
# d1.d()
```

```
# output:B
```

# 10. Define a class Shape with methods for setting and getting dimensions. Create a derived class Triangle that adds a method to calculate the area.

```
class Shape:
    def __init__(self):
        self.__b=0
        self.__h=0
    def get(self):
        return (self.__b,self.__h)
    def set(self,b,h):
        self.__b=b
        self.__h=h
```

```
class Triangle(Shape):
    def area(self):
        t=self.get()
        print("Area",0.5*(t[0]*t[1]))
        # print(self.__b) this will through error boz b is private variable of shape
```

```
# s=Triangle()
```

```
# s.set(10,10)
```

```
# s.area()
```

```
# output: Area 50.0
```

# 11. Write a Python program to show how a parent class method can be accessed using the super() function in a derived class.

```
class A:
    def d(self):
        print("Parent class")
class B(A):
    def d(self):
        super().d()
        print("Derived class")
# b=B()
# b.d()
# output:
# Parent class
# Derived class
```

# 12. Create a base class Account with methods for deposit and withdrawal. Inherit it into a class SavingsAccount and override the withdrawal method to include a minimum balance check.

```
class Account:
    def deposit(self):
        print("deposit")
    def withdrawal(self):
        print("withdrawal")
class SavingAccount(Account):
    def withdrawal(self):
        print("Please add minimum balance of 1000")
# s=SavingAccount()
# s.withdrawal()
# output:Please add minimum balance of 1000
```

# 13. Implement a class Animal with a method speak. Create two subclasses, Cat and Dog, that override speak. Demonstrate polymorphism by calling speak from a list of mixed objects.

```
class Animal:
    def speak(self):
        print("Animal class ")
class Cat(Animal):
    def speak(self):
        print("Cat", "Meow")
class Dog(Animal):
    def speak(self):
```

```
    print("Dog","Bark")
# c=Cat()
# c.speak()
# d=Dog()
# d.speak()
# output:Cat Meow
# Dog Bark
```

# 14. Write a Python program to demonstrate constructor inheritance where a parent class constructor initializes common attributes, and a derived class constructor adds more attributes.

```
class A:
    def __init__(self,a,b):
        self.a=a
        self.b=b
class B(A):
    def __init__(self,a,b,c,d):
        self.a=a
        self.b=b
        self.c=c
        self.d=d
        print(self.a)
```

```
# b=B(10,20,30,40)
```

# 15. Create a program to demonstrate operator overloading by overloading the + operator for a class Vector to add two vector objects.

```
class Vector:
    def __init__(self,a):
        self.a=a
        print(self.a)
    def __add__(self,another):
        return self.a+another.a
# v1=Vector(10)
# v2=Vector(20)
# print("Sum:",v1+v2)
# output:Sum: 30
```