

Inspiring Excellence

Course Title: Programming Language II
Course Code: CSE 111

Lab Assignment no: 6

Write a **Student** class to get the desired output as shown below.

- 1. Create a Student class and a class variable called ID initialized with 0.
- 2. Create a constructor that takes 4 parameters: name, department, age and cgpa.
- 3. Write a **get_details()** method to represent all the details of a Student
- 4. Write a *class method* **from_String()** that takes 1 parameter which includes name, department, age and cgpa all four attributes in string.

#Write your code here for subtasks 1-6. OUTPUT ID: 1 s1 = Student("Samin", "CSE", 21, 3.91) Name: Samin s1.get_details() Department: CSE print("----") Age: 21 s2 = Student("Fahim", "ECE", 21, 3.85) CGPA: 3.91 s2.get_details() print("----") ID: 2 s3 = Student("Tahura", "EEE", 22, 3.01) Name: Fahim s3.get_details() Department: ECE print("----") Age: 21 s4 = Student.from_String("Sumaiya-BBA-23-3.96") CGPA: 3.85 s4.get_details() ID: 3 Name: Tahura # Write the answer of subtask 5 here Department: EEE Age: 22 # Write the answer of subtask 6 here CGPA: 3.01 ID: 4 #You are not allowed to change the code above Name: Sumaiya Department: BBA Age: 23 CGPA: 3.96

- 5. Explain the difference between a class variable and an instance variable. Print your answer at the very end of your code.
- 6. What is the difference between an instance method and class method? Print your answer at the very end

Write the **Assassin** class so that the given code provides the expected output.

- 1. Create Assassin class
- 2. Create 1 class variable
- 3. Create 1 class method titled 'failureRate()'
- 4. Create 1 class method titled 'failurePercentage()'
- 5. Maximum success_rate is 100

# Write your code here john_wick = Assassin('John Wick', 100) john_wick.printDetails() print('========')	Output: Name: John Wick Success rate: 100% Total number of Assassin: 1		
nagisa = Assassin.failureRate("Nagisa", 20) nagisa.printDetails() print('==========') akabane = Assassin.failurePercentage("Akabane", "10%")	Name: Nagisa Success rate: 80% Total number of Assassin: 2		
akabane.printDetails()	Name: Akabane Success rate: 90% Total number of Assassin: 3		

Implement the design of the **Passenger** class so that the following output is produced:

The assumption is Bus base-fare is 450 taka. A passenger can carry upto 20 kg for free. 50 taka will be added if bag weight is between 21 and 50 kg. 100 taka will be added if bag weight is greater than 50 kg.

# Write your code here	Output: Total Passenger: 0
<pre>print("Total Passenger:", Passenger.count) p1 = Passenger("Jack") p1.set_bag_weight(90) p2 = Passenger("Carol")</pre>	Name: Jack Bus Fare: 550 taka Name: Carol
p2.set_bag_weight(10)	Bus Fare: 450 taka
p3 = Passenger("Mike") p3.set_bag_weight(25)	Name: Mike Bus Fare: 500 taka
print("======"") p1.printDetail() print("======="")	Total Passenger: 3
p2.printDetail() print("======"")	
p3.printDetail()	
print("========") print("Total Passenger:", Passenger.count)	

Implement the design of the **Travel** class so that the following output is produced:

[You are not allowed to change the code below]

Write your code here Output No. of Traveller = 0print("No. of Traveller =", Travel.count) _____ print("=======") Source: Dhaka t1 = Travel("Dhaka", "India") Destination:India Flight Time:1:00 print(t1.display_travel_info()) _____ print("======"") Source: Kuala Lampur t2 = Travel("Kuala Lampur", "Dhaka") Destination: Dhaka t2.set_time(23) Flight Time:23:00 print(t2.display_travel_info()) _____ print("======"") Source: Dhaka Destination:Germany t3 = Travel("Dhaka", "New_Zealand") Flight Time: 15:00 t3.set_time(15) _____ t3.set_destination("Germany") Source: Malaysia print(t3.display_travel_info()) Destination:Canada print("======"") Flight Time:9:00 t4 = Travel("Dhaka", "India") No of Traveller = 4 t4.set_time(9) t4.set_source("Malaysia") t4.set_destination("Canada") print(t4.display_travel_info()) print("======"") print("No. of Traveller =", Travel.count)

Create an **Employee** Class that will have

- Two instance variable: name and workingPeriod
- A class method named employeeByJoiningYear():
 - To create an Employee object by joining year for calculating the working period
 - o It will have two Parameter name and year
- A static method experienceCheck() to check if an Employee is experienced or not
 - o It will take working period and gender as parameter
 - o If an employee's working period is less than 3, he or she is not experienced

[You are not allowed to change the code below]

# Write your code here employee1 = Employee('Dororo', 3) employee2 = Employee.employeeByJoiningYear('Harry', 2016) print(employee1.workingPeriod) print(employee2.workingPeriod) print(employee1.name) print(employee2.name) print(Employee.experienceCheck(2, "male")) print(Employee.experienceCheck(3, "female"))	Output 3 6 Dororo Harry He is not experienced She is experienced
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Task 6

Implement the design of the Laptop class so that the following output is produced

# Write your code here	Output
lenovo = Laptop("Lenovo", 5); dell = Laptop("Dell", 7); print(lenovo.name, lenovo.count) print(dell.name, dell.count) print("Total number of Laptops", Laptop.laptopCount) Laptop.advantage() Laptop.resetCount() print("Total number of Laptops", Laptop.laptopCount)	Lenovo 5 Dell 7 Total number of Laptops 12 Laptops are portable Total number of Laptops 0

Design Cat class for the following code to get the output as shown.

You have already solved this problem in assignment 4 using constructor overloading. Now, solve this again but this time DO NOT USE CONSTRUCTOR OVERLOADING.

Hint: You will have to use classmethods.

# Write your code here print("Total number of cats:", Cat.Number_of_cats)	Output: Total number of cats: 0
c1 = Cat.no_parameter() c2 = Cat.first_parameter("Black") c3 = Cat("Brown", "jumping") c4 = Cat("Red", "purring") c5 = Cat.second_parameter("playing")	White cat is sitting Black cat is sitting Brown cat is jumping Red cat is purring Grey cat is playing Blue cat is sitting Purple cat is jumping
print("======="") c1.printCat() c2.printCat() c3.printCat() c4.printCat()	Total number of cats: 5
c5.printCat() c1.changeColor("Blue") c3.changeColor("Purple") c1.printCat()	
c3.printCat() print("=========") print("Total number of cats:", Cat.Number_of_cats)	

Write a **Cylinder** class to get the desired output as shown below.

- 1. You will have to create a Cylinder class.
- 2. You will have to create 2 class variables.
- 3. Create a required constructor.
- 4. Write 2 class methods:
 - One that takes the height first and then the radius and then swaps
 - One that takes a string where the radius and height values are separated with a hyphen.

Write 2 static methods:

- One that calculates the area of a whole cylinder (formula: $2\pi r^2 + 2\pi rh$)
- Another that calculates the volume of a cylinder (formula: $\pi r^2 h$)

# Write your code here c1 = Cylinder(0,0) Cylinder.area(c1.radius,c1.height) Cylinder.volume(c1.radius,c1.height)	Output: Default radius=5 and height=18. Updated: radius=0 and height=0. Area: 0.0 Volume: 0.0
print("======="") c2 = Cylinder.swap(8,3) c2.area(c2.radius,c2.height) c2.volume(c2.radius,c2.height) print("========"")	Default radius=0 and height=0. Updated: radius=3 and height=8. Area: 207.34511513692635 Volume: 226.1946710584651
c3 = Cylinder.changeFormat("7-13") c3.area(c3.radius,c3.height) c3.volume(c3.radius,c3.height) print("========="")	Default radius=3 and height=8. Updated: radius=7.0 and height=13.0. Area: 879.645943005142 Volume: 2001.1945203366981
Cylinder(0.3,5.56).area(Cylinder.radius,Cylinder.height) print("========"") Cylinder(3,5).volume(Cylinder.radius,Cylinder.height))	Default radius=7.0 and height=13.0. Updated: radius=0.3 and height=5.56. Area: 11.045839770021713
	Default radius=0.3 and height=5.56. Updated: radius=3 and height=5. Volume: 141.3716694115407

^{**}Observe the output values carefully to understand how the radius and height values are changing.

Write the **Student** class so that the given code provides the expected output.

- 1. Create Student class
- 2. Create 3 class variable
- 3. Create 1 class method for object creation
- 4. Create 1 class method for printing

# Write your code here	Output: Total Student(s): 0
Student.printDetails()	BRAC University Student(s): 0
print('################")	Other Institution Student(s): 0 ####################################
mikasa = Student('Mikasa Ackerman', "CSE")	Name: Mikasa Ackerman
mikasa.individualDetail()	Department: CSE
print('')	Institution: BRAC University
Student.printDetails()	Total Student(s): 1
	BRAC University Student(s): 1
print('=========')	Other Institution Student(s): 0
harry = Student.createStudent('Harry Potter', "Defence Against Dark	Name: Harry Potter
Arts", "Hogwarts School")	Department: Defence Against Dark Arts
harry.individualDetail()	Institution: Hogwarts School
print('')	
Student.printDetails()	Total Student(s): 2
	BRAC University Student(s): 1
print('==========')	Other Institution Student(s): 1
	Name: Levi Ackerman
levi = Student.createStudent("Levi Ackerman", "CSE")	Department: CSE
levi.individualDetail()	Institution: BRAC University
print('')	
Student.printDetails()	Total Student(s): 3
	BRAC University Student(s): 2
	Other Institution Student(s): 1

Write the **SultansDine** class so that the given code provides the expected output.

[You are not allowed to change the code below]

# Write your code here SultansDine.details() print('#################") dhanmodi = SultansDine('Dhanmondi') dhanmodi.sellQuantity(25) dhanmodi.branchInformation() print('') SultansDine.details()	Output: Total Number of branch(s): 0 Total Sell: 0 Taka ###################################
print('======') baily_road = SultansDine('Baily Road') baily_road.sellQuantity(15) baily_road.branchInformation() print('') SultansDine.details() print('=======')	Branch Name: Baily Road Branch Sell: 5250 Taka Total Number of branch(s): 2 Total Sell: 15250 Taka Branch Name: Dhanmondi, Branch Sell: 10000 Taka Branch consists of total sell's: 65.57% Branch Name: Baily Road, Branch Sell: 5250 Taka Branch consists of total sell's: 34.43%
gulshan = SultansDine('Gulshan') gulshan.sellQuantity(9) gulshan.branchInformation() print('') SultansDine.details()	Branch Name: Gulshan Branch Sell: 2700 Taka Total Number of branch(s): 3 Total Sell: 17950 Taka Branch Name: Dhanmondi, Branch Sell: 10000 Taka Branch consists of total sell's: 55.71% Branch Name: Baily Road, Branch Sell: 5250 Taka Branch consists of total sell's: 29.25% Branch Name: Gulshan, Branch Sell: 2700 Taka Branch consists of total sell's: 15.04%

Subtaks:

1. Create SultansDine class

- 2. Create 2 class variable and 1 class list
- 3. Create 1 class method
- 4. Calculation of branch sell is given below
 - a. If sellQuantity < 10:
 - i. Branch_sell = quantity * 300
 - b. Else if sellQuantity < 20:
 - i. Branch_sell = quantity * 350
 - c. Else
 - i. Branch_sell = quantity * 400
- 5. Calculation of branch's sell percentage = (branch's sell / total sell) * 100

1	class Puzzle:
2	$\mathbf{x} = 0$
3	
4	<pre>def methodA(self):</pre>
5	Puzzle.x = 5
6	z = Puzzle.x + self.methodB(Puzzle.x)
7	<pre>print(Puzzle.x, z)</pre>
8	z = self.methodB(z + 2) + Puzzle.x
9	<pre>print(Puzzle.x, z)</pre>
10	self.methodB(Puzzle.x, z)
11	<pre>print(Puzzle.x, z)</pre>
12	
13	<pre>def methodB(self, *args):</pre>
14	<pre>if len(args) == 1:</pre>
15	y = args[0]
16	Puzzle.x = y + Puzzle.x
17	<pre>print(Puzzle.x, y)</pre>
18	return Puzzle.x + 3
19	else:
20	z, x = args
21	z = z + 1
22	x = x + 1
23	<pre>print(z, x)</pre>

p = Puzzle()	Output-1	Output-2
p.methodA()		
p.methodA()		
p = Puzzle()		
p.methodA()		
p.methodB(7)		

<u>Task 12</u>

1	class FinalT6A:
2	temp = 3
3	
4	<pre>definit(self, x, p):</pre>
5	self.sum, $self.y = 0$, 2
6	FinalT6A.temp += 3
7	<pre>self.y = self.temp - p</pre>
8	<pre>self.sum = self.temp + x</pre>
9	<pre>print(x, self.y, self.sum)</pre>
10	
11	<pre>def methodA(self):</pre>
12	$\mathbf{x}, \ \mathbf{y} = 0, \ 0$
13	y = y + self.y
14	x = self.y + 2 + self.temp
15	self.sum = x + y + self.methodB(self.temp, y)
16	<pre>print(x, y, self.sum)</pre>
17	
18	<pre>def methodB(self, temp, n):</pre>
19	$\mathbf{x} = 0$
20	FinalT6A.temp += 1
21	<pre>self.y = self.y + (FinalT6A.temp)</pre>
22	FinalT6A.temp -= 1
23	x = x + 2 + n
24	self.sum = self.sum + x + self.y
25	<pre>print(x, self.y, self.sum)</pre>
26	return self.sum

q1 = FinalT6A(2,1)	х	у	sum
q1.methodA()			
q1.methodA()			

```
class A:
2
       temp = 4
3
       def init (self):
4
            self.y = self.temp - 2
5
            self.sum = self.temp + 1
            A. temp -= 2
            self.methodA(3, 4)
       def methodA(self, m, n):
9
            x = 0
10
            self.y = self.y + m + (self.temp)
11
            A.temp += 1
12
            \overline{x} = x + 1 + n
            self.sum = self.sum + x + self.y
13
14
            print(x, self.y, self.sum)
15
16
   class B:
17
       x = 0
18
              init (self, b = None):
19
            self.y, self.temp, self.sum = 5, -5, 2
20
21
            if b == None:
22
                self.y = self.temp + 3
23
                self.sum = 3 + self.temp + 2
24
                self.temp -= 2
25
            else:
26
                self.sum = b.sum
27
                B.x = b.x
28
                b.methodB(2, 3)
29
       def methodA(self, m, n):
30
            x = 2
31
            self.y = self.y + m + (self.temp)
32
            self.temp += 1
33
            x = x + 5 + n
34
            self.sum = self.sum + x + self.y
35
            print(x, self.y, self.sum)
36
       def methodB(self, m, n):
37
            y = 0
38
            y = y + self.y
```

39	B.x = self.y + 2 + self.temp		
40	self.methodA(self.x, y)		
41	self.sum = self.x + y + self.sum		
42	<pre>print(self.x, y, self.sum)</pre>		

a1 = A() b1 = B()

b2 = B(b1)

b1.methodA(1, 2)

b2.methodB(3, 2)

Output:

X	у	sum

```
class msgClass:
2
       def
             init (self):
           self.content = 0
3
4
5
   class Quiz3:
6
       x = 0
7
             init (self, k = None):
       def
           self.sum, self.y = 0, 0
           if k is None:
9
10
                self.sum = 5
11
               Ouiz3.x = 2
12
               self.y = 2
13
           else:
14
                self.sum = self.sum + k
15
                self.y = 3
16
               Quiz3.x += 2
17
       def methodA(self):
18
           x = 1
19
           y = 1
20
           msg = [None]
21
           myMsg = msgClass()
22
           myMsg.content = Quiz3.x
23
           msg[0] = myMsg
24
           msg[0].content = self.y + myMsg.content
25
           self.y = self.y + self.methodB(msg[0])
26
           y = self.methodB(msq[0]) + self.y
           x = y + self.methodB(msg, msg[0])
27
28
           self.sum = x + y + msg[0].content
29
           print(x, y, self.sum)
30
       def methodB(self, *args):
31
           if len(args) == 2:
32
               mg2, mg1 = args
33
34
                self.y = self.y + mg2[0].content
35
               mg2[0].content = self.y + mg1.content
36
                x = x + 2 + mq1.content
37
                self.sum = self.sum + x + self.y
38
               mg1.content = self.sum - mg2[0].content
```

39	<pre>print(Quiz3.x, self.y, self.sum)</pre>
40	return self.sum
41	
42	elif len(args) == 1:
43	mg1, = args
44	x = 1
45	y = 2
46	y = self.sum + mg1.content
47	<pre>self.y = y + mg1.content</pre>
48	x = Quiz3.x + 5 + mg1.content
49	self.sum = self.sum + x + y
50	Quiz3.x = mg1.content + x + 3
51	<pre>print(x, y, self.sum)</pre>
52	return y

a1 = Quiz3()	х	У	sum
a2 = Quiz3(5)			
<pre>msg = msgClass()</pre>			
a1.methodA()			
a2.methodB(msg)			