

Lab:08.

Q1: Build classes for Product, ShoppingCart, and Customer. Implement methods to add products to the cart, display the cart contents, and calculate the total cost.

Program:

```
class Product:
```

```
    def __init__(self, product_id, name, price):
```

```
        self.product_id = product_id
```

```
        self.name = name
```

```
        self.price = price
```

```
    def __str__(self):
```

```
        return f"{self.name} (ID: {self.product_id}), Price: ${self.price:.2f}"
```

```
class ShoppingCart:
```

```
    def __init__(self):
```

```
        self.cart = []
```

```
    def add_product(self, product, quantity=1):
```

```
        for item in self.cart:
```

```
            if item["product"] == product:
```

```
                item["quantity"] += quantity
```

```
                print(f"Added {quantity} {product.name}(s) to the cart.")
```

```
            return
```

```
        self.cart.append({"product": product, "quantity": quantity})
```

```
        print(f"Added {quantity} {product.name}(s) to the cart.")
```

```
def display_cart(self):
    if not self.cart:
        print("The cart is empty.")
    else:
        print("Shopping Cart:")
        for item in self.cart:
            product = item["product"]
            quantity = item["quantity"]
            print(f"{product} x{quantity}")

def calculate_total_cost(self):
    total_cost = sum(item["product"].price * item["quantity"] for item in self.cart)
    return total_cost
```

```
class Customer:
    def __init__(self, customer_id, name):
        self.customer_id = customer_id
        self.name = name
        self.shopping_cart = ShoppingCart()

    def checkout(self):
        total_cost = self.shopping_cart.calculate_total_cost()
        print(f"{self.name}'s Shopping Cart Total: ${total_cost:.2f}")
```

```
if __name__ == "__main__":
```

```
customer = Customer(1, input("Enter your name: "))
```

```
while True:
```

```
    print("\nShopping Options:")
```

```
    print("1. Add Product to Cart")
```

```
    print("2. Display Cart")
```

```
    print("3. Calculate Total Cost")
```

```
    print("4. Checkout")
```

```
    print("5. Exit")
```

```
choice = input("Enter your choice here: ")
```

```
if choice == "1":
```

```
    product_id = int(input("Enter the product ID: "))
```

```
    name = input("Enter the product name: ")
```

```
    price = float(input("Enter the product price: "))
```

```
    quantity = int(input("Enter the quantity: "))
```

```
    product = Product(product_id, name, price)
```

```
    customer.shopping_cart.add_product(product, quantity)
```

```
elif choice == "2":
```

```
    customer.shopping_cart.display_cart()
```

```
elif choice == "3":
```

```
    total_cost = customer.shopping_cart.calculate_total_cost()
```

```
    print(f"Total Cost: ${total_cost:.2f}")
```

```
elif choice == "4":
```

```
customer.checkout()
```

```
elif choice == "5":
```

```
    print("Exiting the program. Goodbye!")
```

```
    break
```

```
else:
```

```
    print("Invalid choice. Please enter a number between 1 and 5.")
```

Q2: Design classes for Blog, Post, and Author. Include methods to add posts to a blog, display posts by a specific author, and display the latest posts.

Program:

```
from datetime import datetime
```

```
class Author:
```

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

```
        self.author_id = author_id
```

```
        self.name = name
```

```
    def __str__(self):
```

```
        return f"Author ID: {self.author_id}, Name: {self.name}"
```

```
class Post:
```

```
    def __init__(self, post_id, title, content, author, timestamp=None):
```

```
        self.post_id = post_id
```

```
        self.title = title
```

```
self.content = content
self.author = author
self.timestamp = timestamp or datetime.now()
```

```
def __str__(self):
    return f"Post ID: {self.post_id}\nTitle: {self.title}\nContent: {self.content}\nAuthor: {self.author.name}\nTimestamp: {self.timestamp}"
```

```
class Blog:
```

```
    def __init__(self):
        self.posts = []
```

```
    def add_post(self, post):
        self.posts.append(post)
        print(f"Post '{post.title}' added to the blog.")
```

```
    def display_posts_by_author(self, author):
        author_posts = [post for post in self.posts if post.author == author]
        if author_posts:
            print(f"Posts by {author.name}:")
            for post in author_posts:
                print(post)
        else:
            print(f"No posts found by {author.name}.")
```

```
    def display_latest_posts(self, num_posts=5):
```

```
    if not self.posts:
        print("No posts in the blog.")
    else:
        latest_posts = sorted(self.posts, key=lambda x: x.timestamp,
reverse=True)[:num_posts]
        print(f"Latest {num_posts} Posts:")
        for post in latest_posts:
            print(post)
```

Example Usage with User Input:

```
if __name__ == "__main__":
    # Creating an instance of Blog
    blog = Blog()
```

```
while True:
    print("\nBlog Menu:")
    print("1. Add Post to Blog")
    print("2. Display Posts by Author")
    print("3. Display Latest Posts")
    print("4. Exit")
```

```
choice = input("Enter your choice (1-4): ")
```

```
if choice == "1":
    author_name = input("Enter the author's name: ")
```

```
post_title = input("Enter the post title: ")
post_content = input("Enter the post content: ")

author = Author(len(blog.posts) + 1, author_name)
post = Post(len(blog.posts) + 1, post_title, post_content, author)
blog.add_post(post)
```

```
elif choice == "2":
    author_name = input("Enter the author's name: ")
    author_to_display = next((author for post in blog.posts if
post.author.name == author_name), None)
    if author_to_display:
        blog.display_posts_by_author(author_to_display)
    else:
        print("Author not found.")
```

```
elif choice == "3":
    num_posts = int(input("Enter the number of latest posts to display:
"))
    blog.display_latest_posts(num_posts)
```

```
elif choice == "4":
    print("Exiting the program. Goodbye!")
    break
```

```
else:
```

```
print("Invalid choice. Please enter a number between 1 and 4.")
```