1c I

attributes PersonalAccount: MonthlyFee, OverDraftLimit

methods Constructor SetOverDraftLimit GetOverDraftLimit GetMonthlyFee

II

attributes SavingsAccount InterestRate

methods Constructor, GetInterestRate, CalculateInterest GwtMostlyFee

III

Encapsulation

2a

EmailAddress: STRING

GetTicketHolderName()

GetEmailAddress()

Private

Amount : Currency

Constructor(Name:String Email:String Amount:String)

GetAmount()

UpdateAmount()

Private

Fee: Currency

GetFee()

b I

so only methods can be changed in the class

II

So they could access the attributes everywhere

C I

NewCustomer=ContractTicketHolder('A.Smith','xyz@abc.xx',10)

3 a

Containment

b

class NodeClass:

def \_\_init\_\_(self):

self.\_\_data=''

self.\_\_pointer=-1

def SetData(self,d):

self.\_\_data=d

def SetPointer(self,x):

self.\_\_pointer=x

def GetData(self):

print(self.\_\_data)

def GetPointer(self):

print(self.\_\_pointer)

c

class QueueClass():

def \_\_init\_\_(self):

self.\_\_Queue=[NodeClass for i in range(51)]

self.\_\_Head=-1

self.\_\_Tail=-1

d

ef JoinQueue(self,NewItem):

if self.\_\_Head==-1:

self.\_\_Head=0

self.\_\_Tail+=1

i=self.\_\_Tail

self.\_\_Queue[i].SetData(NewItem)