**Roll No:** _____          **Name:** _____

**Q1.** Consider the given code and rewrite code using OOP concepts:

```
class Player:
 def
__init__(self,pno,pname,type,mcount,scores='',goals='',wcount1='',wcount2=''):
  self.pno = pno
  self.pname = pname
  self.type = type
  self.mcount = mcount
  self.scores = scores
  self.goals = goals
  self.wcount1 = wcount1
   self.wcount2 = wcount2

 def __str__(self):
  st = f'Player Number: {self.pno}\nPlayer Name: {self.pname}\nPlayer Type: {self.type}\nMatches: {self.mcount}'
  if self.score!='':        st += f'Scores: {self.scores}'
  if self.goals!='':        st += f'Goals: {self.goals}'
  if self.wcount1!='':     st += f'Single Matches Win Count: {self.wcount1}'
  if self.wcount2!='':     st += f'Double Matches Win Count: {self.wcount2}'
  return st
```

**Q2.** Consider class Food with property [full_half, normal_spicy], SweetDish with property [full_half, cold_hot] and Drink [large_medium, cold_hot, sugar_free]. Create aggregated class Order having multiple or zero Food items, multiple or zero SweetDish items and multiple or zero Drinks. Write init and str function, assuming both exist in Food, SweetDish and Drink?

**Q3.** Rewrite question 2 with class level member dictionary with property and class name to invoke class based on property without using if-else.