## Untitled4

## May 10, 2023

### Q1, Create a vehicle class with an init method having instance variables as name\_of\_vehicle, max\_speed and average\_of\_vehicle.

```
[13]: class vechicle:
    def __init__(self,name_of_vechicle,max_speed,average_of_vechicle):
        self.name_of_vechicle = name_of_vechicle
        self.max_speed = max_speed
        self.average_of_speed = average_of_vechicle

    def vechicle_details(self):
        return self.name_of_vechicle,self.max_speed,self.average_of_vechicle

[14]: car = vechicle("TATA",250,150)

[18]: car.average_of_speed

[19]: car.name_of_vechicle

[19]: 'TATA'

[ ]:
```

- 0.0.1 Q2. Create a child class car from the vehicle class created in Que 1, which will inherit the vehicle class.
- 0.0.2 Create a method named seating\_capacity which takes capacity as an argument and returns the name of
- 0.0.3 the vehicle and its seating capacity.

```
[20]: class car(vechicle): pass
```

```
[22]: obj_vechicle = car("TATA",105,250)
[25]: obj_vechicle.average_of_speed
[25]: 250
[26]: obj_vechicle.max_speed
[26]: 105
[42]: class class1:
          def __init__(self,capacity,name):
              self.capacity = capacity
              self.name = name
          def car_capacity(self):
              return self.capacity,self.name
[43]: t = class1(4,"TATA")
[44]: t.capacity
[44]: 4
[45]: t.name
[45]: 'TATA'
 []:
     0.0.4 Q3. What is multiple inheritance? Write a python code to demonstrate multiple
           inheritance.
[47]: ## A process where the child class or object inherits the methods and
       →attributes from one or more parent classes.
[48]: class test1:
          def test1(self):
              print("INDIA is a DEMOCRATIC country")
[49]: class test2:
          def test2(self):
              print("SENSEX TO HIT 1 LAKH BY 2025")
```

[50]:	<pre>class test3(test1,test2):</pre>
	pass
[54]:	<pre>obj_2 = test3()</pre>
[55]:	obj_2.test1()
	INDIA is a DEMOCRATIC country
[56]:	obj_2.test2()
	SENSEX TO HIT 1 LAKH BY 2025
[]:	
	0.0.5 Q4. What are getter and setter in python? Create a class and create a getter and a setter method in this
	0.0.6 class.
	Getter: A method that allows you to access an attribute in a given class. Setter: A method that allows you to set or mutate the value of an attribute in a class.
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