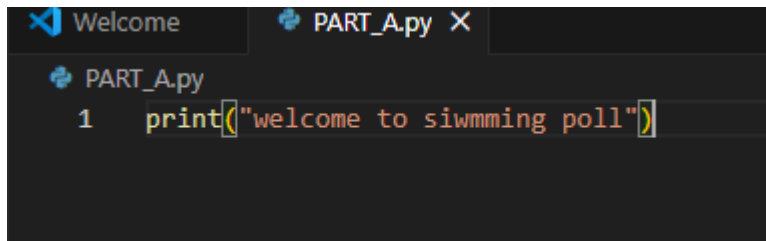


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PART A:

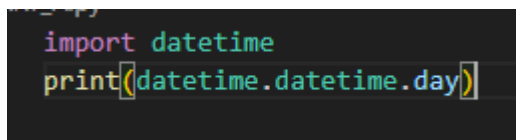
1. a.) Print a welcome message for the swimming pool membership system



```
Welcome PART_A.py X
PART_A.py
1 print("welcome to siwmming poll")
```

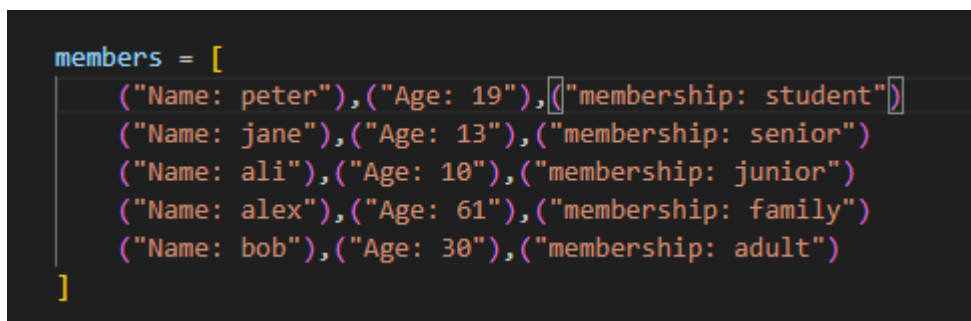
- b.) Display today date

using a variable



```
import datetime
print(datetime.datetime.day)
```

2. a. Ask the user for their name, age and membership type



```
members = [
    ("Name: peter"), ("Age: 19"), ("membership: student")
    ("Name: jane"), ("Age: 13"), ("membership: senior")
    ("Name: ali"), ("Age: 10"), ("membership: junior")
    ("Name: alex"), ("Age: 61"), ("membership: family")
    ("Name: bob"), ("Age: 30"), ("membership: adult")
]
```

- b. store them in variables and display back the details

```
members = [
    ("Name: peter"), ("Age: 19"), ("membership: student")
    ("Name: jane"), ("Age: 13"), ("membership: senior")
    ("Name: ali"), ("Age: 10"), ("membership: junior")
    ("Name: alex"), ("Age: 61"), ("membership: family")
    ("Name: bob"), ("Age: 30"), ("membership: adult")
]

class members:
    def __init__(self, Name, Age, Type):
        self.Name = Name
        self.Age = Age
        self.Type = Type

    def display_info():
        print("\n == members details ==")
        print(f"name: {self.Name}")
        print(f"Age: {self.Age}")
        print(f"Membership type: {self.Type}")
```

- 1.

```
def member_eligibility():
    if members < 12:
        print("Not eligible for membership")
    elif 12 - 60:
        print("Standard membership granted")
    elif members > 60:
        print("Senior membership")
```

1.

a.) <code>print(f"Title: {self.title}, Author: {self.author}")</code>
b.) <code>books[title] = auther</code>
c.) <code>From library_module import book</code>

2.

- a.) The self can't function
- b.) Syntax error
- c.) Logic error

3.

<code>Print(f"Title: {self.title}")</code>
<code>Print (f"Author:{self.author}")</code>
<code>Books[title] = auther</code>
<code>Import dictionary</code>

4.

Inherited

5.

Read back the file