

#00P Exercise 1: Create a Vehicle class with max_speed and mileage As Data Members

```
class vehicles:
    def __init__(self,maxspeed,mileage):
        self.maxspeed= maxspeed
        self.mileage= mileage
```

```
p1 = vehicles("200 / km" , "15 km/ltr")
```

```
print(p1.maxspeed)
print(p1.mileage)
```

```
200 / km
15 km/ltr
```

#00P Exercise 2: Create a Vehicle class without any variables and method

```
class Vehicle:
    pass
```

#00P Exercise 3: Create a child class Bus that will inherit all of the variables and methods of the Vehicle class

```
class vehicles:
    def __init__(self, name, maxspeed, mileage):
        self.name=name
        self.maxspeed= maxspeed
        self.mileage= mileage
```

```
class Bus(vehicles):
    pass
```

```
School_bus = Bus("School Volvo", 180, 12)
car=Bus("Arjun",10,1)
```

```
print("Vehicle Name:", School_bus.name, "Speed:", School_bus.maxspeed,
"Milage:", School_bus.mileage)
```

```
Vehicle Name: School Volvo Speed: 180 Milage: 12
```

#00P Exercise 4: Define property that should have the same value for every class instance

```
class Vehicle:
    color = 'white'
    def __init__(self, name, max_speed, mileage):
        self.name = name
        self.max_speed = max_speed
        self.mileage = mileage
```

```
class Bus(Vehicle):
    pass
```

```
class Car(Vehicle):  
    pass
```

```
Bus('ai', 120, 2000)  
Bus.color
```

```
'white'
```

#00P Exercise 5: Class Inheritance

```
class Vehicle:  
    def __init__(self, name, mileage, capacity):  
        self.name = name  
        self.mileage = mileage  
        self.capacity = capacity  
  
    def fare(self):  
        return self.capacity * 100
```

```
class Bus(Vehicle):  
  
    def fare(self):  
        fare_car = self.capacity * 100  
        total_fare = fare_car + (0.1 * fare_car)  
        return total_fare
```

```
School_bus = Bus("School Volvo", 12, 50)  
print("Total Bus fare is:", School_bus.fare())
```

```
Total Bus fare is: 5500.0
```

#00P Exercise 6: Determine which class a given Bus object belongs to (Check type of an object)

```
class Vehicle:  
    def __init__(self, name, mileage, capacity):  
        self.name = name  
        self.mileage = mileage  
        self.capacity = capacity
```

```
class Bus(Vehicle):  
    pass
```

```
School_bus = Bus("School Volvo", 12, 50)  
print(type(School_bus))
```

```
<class '__main__.Bus'>
```