```
In [19]: #1.Create a class call that will calculate sum of three numbers. Create
         #setdata() method which has three parameters that contain numbers.
         #Create display() method that will calculate sum and display sum.
         class cal1:
            def setdata(self,a,b,c):
             self.a=a
             self.b=b
             self.c=c
            def display(self):
             sum=self.a+self.b+self.c
             print(sum)
         a=cal1()
         a.setdata(5,3,6)
         a.display()
         14
In [20]: #2. Create a class cal2 that will calculate area of a circle. Create set
         data()
         #method that should take radius from the user. Create area() method
         #that will calculate area . Create display() method that will display ar
         ea .
         class cal2:
             def setdata(self,r):
                 self.r=float(input("Enter the radias"))
             def area(self):
                 self.area=3.14*3.14*self.r
             def display(self):
                 print("Area of the circle is: ", self.area)
         a=cal2()
         a.setdata(4)
         a.area()
         a.display()
         Enter the radias5
         Area of the circle is: 49.298
In [23]: |#3. Create a class cal3 that will calculate simple interest. Create
         #constructor method which has three parameters .Create calInterest()
         #method that will calculate Interest . Create display() method that will
         #display Interest.
         class cal3:
             def __init__(self,p,r,t):
                 self.p=p
                 self.r=r
                 self.t=t
             def calInterest(self):
                 self.Interest=self.p*self.r*self.t
             def display(self):
                 print(self.Interest)
         a = cal3(1000, 3, 1)
         a.calInterest()
         a.display()
         3000
In [28]: #4. Create a class cal4 that will calculate square of a number. Create
         #setdata() method which has one parameters that contain number.
         #Create display() method that will calculate sum.(Function should
         #return value)
         class cal4:
             def setdata(self,a):
                 self.a=a
             def display(self):
                 self.area=self.a*self.a
                 return self.area
         a=cal4()
         a.setdata(4)
         a.display()
Out[28]: 16
In [41]: #5. Consider an employee class, which contains fields such as name and
         #designation. And a subclass, which contains a field salary. Write a
         #program for inheriting this relation.
         class employee:
             def __init__(self, name, designation):
                 self.name=name
                 self.designation=designation
             def print(self):
                 print(self.name, self.designation)
         class salary(employee):
             def __init__(self, name, designation, salary):
                 super().__init__(name, designation)
                 self.salary=salary
         a=salary("Romil", "HeadProgrammer", 200000)
         a.print()
         a.salary
         Romil HeadProgrammer
Out[41]: 200000
In [44]: #6. Create a class cal5 that will calculate area of a rectangle. Create
         #constructor method which has two parameters .Create calArea()
         #method that will calculate area of a rectangle. Create display() method
         #that will display area of a rectangle.
         class cal5:
             def __init__(self,length,width):
                 self.length=length
                 self.width=width
             def calArea(self):
                 self.area=self.length*self.width
             def display(self):
                 print("Area=", self.area)
         a=cal5(5,4)
         a.calArea()
         a.display()
         Area= 20
In [1]: #7. Create a class cal6 that will calculate area of a square. Create set
         #method that should take length from the user. Create area() method
         #that will calculate area . Create display() method that will display ar
         class cal6:
             def setdata(self):
                 self.l = float(input("Enter the lenght"))
             def area(self):
                 self.area=self.l*self.l
             def display(self):
                 print(self.area)
         a=cal6()
         a.setdata()
         a.area()
         a.display()
         Enter the lenght4
         16.0
In [3]: #8. Write a program with use of inheritance: Define a class publisher th
         #stores the name of the title. Derive two classes book and tape, which
         #inherit publisher. Book class contains member data called page no and
         #tape class contain time for playing. Define functions in the appropriat
         #classes to get and print the details.
         class publisher:
             def title(self):
                 self.title = input("Enter the name of the book")
             def print_title(self):
                 print(self.title)
         class book(publisher):
             def pages(self):
                 self.pages = int(input("Enter the no of pages"))
             def print_pages(self):
                 print(self.pages)
         class time(book):
             def time(self):
                 self.time = float(input("Enter the time required for playing"))
             def print_time(self):
                 print(self.time)
         a = time()
         a.title()
         a.print_title()
         a.pages()
         a.print_pages()
         a.time()
         a.print_time()
         Enter the name of the bookAtomic Habits
         Atomic Habits
         Enter the no of pages233
         233
         Enter the time required for playing122
         122.0
In [6]: #9. Create a class called scheme with scheme_id,
         #scheme_name,outgoing_rate, and message_charge. Derive customer
         #class form scheme and include cust_id, name and mobile_no
         #data.Define necessary functions to read and display data.
         class scheme:
             def scheme_info(self):
                 self.scheme_id=int(input("Enter scheme id"))
                 self.scheme_name=input("Enter scheme name")
                 self.outgoing_rate=float(input("Enter outgoing rate"))
                 self.message_charge=int(input("Enter message charges"))
         class customer(scheme):
             def cust_info(self):
                 self.cust_id=int(input("Enter customer id"))
                 self.name=input("Enter customer name")
                 self.mobile_no=int(input("Enter mobile number"))
             def display(self):
                 print("scheme id:", self.scheme_id)
                 print("scheme name:", self.scheme_name)
                 print("outgoing rate:", self.outgoing_rate)
                 print("Message charges:", self.message_charge)
                 print("Customer id:", self.cust_id)
                 print("Customer name:", self.name)
                 print("Mobile number:", self.mobile_no)
         a=customer()
         a.scheme_info()
         a.cust_info()
         a.display()
         Enter scheme id2
         Enter scheme namexyz
         Enter outgoing rate1233
         Enter message charges12
         Enter customer id3
         Enter customer nameromil
         Enter mobile number8767656564
         scheme id: 2
         scheme name: xyz
         outgoing rate: 1233.0
         Message charges: 12
         Customer id: 3
         Customer name: romil
         Mobile number: 8767656564
In [18]: #10.Create a arith class. The class should have a parameterized construc
         #and methods to add, subtract and multiply two numbers and to return
         #the answers
         class arith:
             def __init__(self, num1, num2):
                 self.num1=int(num1)
                 self.num2=int(num2)
             def add(self):
                 self.sum=self.num1+self.num2
                 print(self.sum)
             def substract(self):
                 self.sub=self.num1-self.num2
                 print(self.sub)
             def multiply(self):
                 self.mul=self.num1*self.num2
                 print(self.mul)
         a=arith(5,4)
         a.add()
         a.substract()
         a.multiply()
In [ ]:
```