

Object Oriented Programming (OOPs) Concepts

Create a Car class with attributed like brand and model. Then create an instance of this class.

```
In [8]: class Car:
        def __init__(self, brand , model):
            self.brand = brand
            self.model = model

        my_car = Car("Audi", "RBV10")
        print(my_car.brand)
        print(my_car.model)
```

Audi
RBV10

```
In [9]: my_car = Car("BMW", "7 Series")
        print(my_car.brand)
        print(my_car.model)
```

BMW
7 Series

Class Method and self

Add a method to the Car class that displays the full name of the car(brand and model).

```
In [16]: class Car:
        def __init__(self, brand , model):
            self.brand = brand
            self.model = model
        def full_name(self):
            return f"{self.brand} {self.model}"

        my_car = Car("BMW", "7 Series")
        print(my_car.full_name())
```

BMW 7 Series

Inheritance

create an Electric Car class that inherits from tha Car class and has an additional attribute battery_size.

```
In [27]: class Car:
        def __init__(self, brand, model):
            self.brand = brand
            self.model = model
        def full_name(self):
            return f"{self.brand} {self.model} {self.battery_size}"
        class ElectricCar(Car):
            def __init__(self, brand, model, battery_size):
                super().__init__(brand, model)
```

```

        self.battery_size = battery_size

my_car = ElectricCar("audie", "R8V10", "94R")
print(my_car.model)
print(my_car.brand)
print(my_car.battery_size)
print(my_car.full_name())

```

```

R8V10
audie
94R
audie R8V10 94R

```

Encapsulation

Modify the Car class fo encapsulate the brand attribute, making it private, and provide a getter method for it.

```

In [3]: class Car:
        def __init__(self, brand, model):
            self.__brand = brand          #Made it private
            self.model = model
        def get_brand(self):
            return self.__brand + "!"     #Make it accessable with getter method

        def full_name(self):
            return f"{self.__brand} {self.model} {self.battery_size}"
class ElectricCar(Car):
    def __init__(self, brand, model, battery_size):
        super().__init__(brand, model)
        self.battery_size = battery_size

my_car = ElectricCar("audie", "R8V10", "94R")
print(my_car.model)
#print(my_car.__brand)
print(my_car.get_brand())
print(my_car.full_name())

```

```

R8V10
audie!
audie R8V10 94R

```

Polymorphism

Demonstrate polymorphism by defining a method fuel_type in both Car and ElectricCar classes, but with different behaviors.

```

In [13]: class Car:
        def __init__(self, brand, model):
            self.__brand = brand          #Made it private
            self.model = model
        def get_brand(self):
            return self.__brand + "!"     #Make it accessable with getter method

        def full_name(self):
            return f"{self.__brand} {self.model}"

        def fuel_type(self):
            return "Petrol or Diesel."

```

```

class ElectricCar(Car):
    def __init__(self, brand, model, battery_size):
        super().__init__(brand, model)
        self.battery_size = battery_size

    def fuel_type(self):
        return "Electric charge."

my_car = Car("audi", "Tesla")
print(my_car.fuel_type())

E_car = ElectricCar("Tesla", "Model S", "85kwh")
print(E_car.fuel_type())
#print(my_car.__brand)
#print(my_car.fuel_type())
#print(my_car.get_brand())
#print(my_car.full_name())

```

Petrol or Diesel.

Electric charge.

Two/many different object can use one function in two/many different way.

Class Variables

Add a class variable to Car that keeps track of the number of cars created.

```

In [6]: class Car:
        total_car = 0
        def __init__(self, brand, model):
            self.__brand = brand          #Made it private
            self.model = model
            Car.total_car +=1

        def get_brand(self):
            return self.__brand + "!"    #Make it accessible with getter method

        def full_name(self):
            return f"{self.__brand} {self.model}"

        def fuel_type(self):
            return "Petrol or Diesel."

class ElectricCar(Car):
    def __init__(self, brand, model, battery_size):
        super().__init__(brand, model)
        self.battery_size = battery_size

    def fuel_type(self):
        return "Electric charge."

my_car = Car("audi", "R8V10")
#print(my_car.fuel_type())
my_car1 = Car("audi", "Tesla")
#print(my_car1.fuel_type())
E_car = ElectricCar("Tesla", "Model S", "85kwh")
#print(E_car.fuel_type())
E_car1 = ElectricCar("TATA", "E6", "85kwh")
#print(E_car1.fuel_type())

```

```
print(Car.total_car) #we can directly get the access of the attribute from the class
print(E_car.total_car)
```

4

4

Static Method

Add a static method to the Car class that returns a general description of a car.

```
In [29]: class Car:
    total_car = 0
    def __init__(self, brand, model):
        self.__brand = brand          #Made it private
        self.model = model
        Car.total_car += 1

    def get_brand(self):
        return self.__brand + "!"    #Make it accessible with getter method

    def full_name(self):
        return f"{self.__brand} {self.model}"

    def fuel_type(self):
        return "Petrol or Diesel."

    def general_description(self):
        return "Cars are means of transport"

class ElectricCar(Car):
    def __init__(self, brand, model, battery_size):
        super().__init__(brand, model)
        self.battery_size = battery_size

    def fuel_type(self):
        return "Electric charge."

my_car = Car("audie", "R8V10")
my_car1 = Car("audie", "Tesla")
E_car = ElectricCar("Tesla", "Model S", "85kwh")
E_car1 = ElectricCar("TATA", "E6", "85kwh")
print(my_car.general_description())
print(Car.general_description())
```

Cars are means of transport

```
-----
TypeError                                Traceback (most recent call last)
Cell In[29], line 32
    30 E_car1 = ElectricCar("TATA", "E6", "85kwh")
    31 print(my_car.general_description())
--> 32 print(Car.general_description())

TypeError: Car.general_description() missing 1 required positional argument: 'self'
```

```
In [9]: class Car:
    total_car = 0
    def __init__(self, brand, model):
        self.__brand = brand          #Made it private
        self.model = model
        Car.total_car += 1

    def get_brand(self):
        return self.__brand + "!"    #Make it accessible with getter method
```

```

def full_name(self):
    return f"{self.__brand} {self.model}"

def fuel_type(self):
    return "Petrol or Diesel."
@staticmethod
def general_description():
    return "Cars are means of transport"

class ElectricCar(Car):
    def __init__(self, brand, model, battery_size):
        super().__init__(brand, model)
        self.battery_size = battery_size

    def fuel_type(self):
        return "Electric charge."

my_car = Car("audie", "R8V10")
print(my_car.general_description())
print(Car.general_description())

```

Cars are means of transport
Cars are means of transport

Property Decorators

Use a property decorator in the Car class to makes the model attribute read-only.

```

In [27]: class Car:
    total_car = 0
    def __init__(self, brand, model):
        self.__brand = brand          #Made it private
        self.__model = model
        Car.total_car +=1

    def get_brand(self):
        return self.__brand + "!"    #Make it accessable with getter method

    def full_name(self):
        return f"{self.__brand} {self.__model}"

    def fuel_type(self):
        return "Petrol or Diesel."
    @staticmethod
    def general_description():
        return "Cars are means of transport"

class ElectricCar(Car):
    def __init__(self, brand, model, battery_size):
        super().__init__(brand, model)
        self.battery_size = battery_size

    def fuel_type(self):
        return "Electric charge."

my_car = Car("audie", "R8V10")
E_car = ElectricCar("Tesla", "Model S", "85kwh")
my_car.model = "BMW"

print(my_car.model) #here model is overridable

```

```
In [32]: class Car:
    total_car = 0
    def __init__(self, brand, model):
        self.__brand = brand          #Made it private
        self.__model = model
        Car.total_car +=1

    def get_brand(self):
        return self.__brand + "!"    #Make it accessible with getter method

    def full_name(self):
        return f"{self.__brand} {self.__model}"

    def fuel_type(self):
        return "Petrol or Diesel."
    @staticmethod
    def general_description():
        return "Cars are means of transport"
    @property
    def model(self):
        return self.__model

class ElectricCar(Car):
    def __init__(self, brand, model, battery_size):
        super().__init__(brand, model)
        self.battery_size = battery_size

    def fuel_type(self):
        return "Electric charge."

my_car = Car("audie", "R8V10")
#my_car.model = "BMW"          # Can't override

print(my_car.model)           # Property decorator gives us method as attribute to access
```

R8V10

Class Inheritance and isinstance() Function

Demonstrate the use of isinstance() to check if my_tesla is an instance of Car and ElectricCar.

```
In [15]: class Car:
    total_car = 0
    def __init__(self, brand, model):
        self.__brand = brand          #Made it private
        self.__model = model
        Car.total_car +=1

    def get_brand(self):
        return self.__brand + "!"    #Make it accessible with getter method

    def full_name(self):
        return f"{self.__brand} {self.__model}"

    def fuel_type(self):
        return "Petrol or Diesel."
    @staticmethod
    def general_description():
        return "Cars are means of transport"
    @property
```

```

    def model1(self):
        return self.__model

class ElectricCar(Car):
    def __init__(self, brand, model, battery_size):
        super().__init__(brand, model)
        self.battery_size = battery_size

    def fuel_type(self):
        return "Electric charge."

#my_car = Car("audie", "R8V10")
my_tesla = ElectricCar("Tesla", "Model S", "85kwh")
print(isinstance(my_car, ElectricCar))
print(isinstance(my_tesla, ElectricCar))

```

False

True

Multiple Inheritance

Create two classes Battery and Engine, and let the ElectricCar class inherit from both, demonstrating multiple inheritance.

```

In [33]: class Car:
    total_car = 0
    def __init__(self, brand, model):
        self.__brand = brand          #Made it private
        self.__model = model
        Car.total_car +=1

    def get_brand(self):
        return self.__brand + "!"    #Make it accessible with getter method

    def full_name(self):
        return f"{self.__brand} {self.__model}"

    def fuel_type(self):
        return "Petrol or Diesel."

    @staticmethod
    def general_description():
        return "Cars are means of transport"

    @property
    def model1(self):
        return self.__model

class ElectricCar(Car):
    def __init__(self, brand, model, battery_size):
        super().__init__(brand, model)
        self.battery_size = battery_size

    def fuel_type(self):
        return "Electric charge."

class Battery:
    def battery_info(self):
        return "This is battery"

class Engine:
    def engine_info(self):
        return "This is engine"

class E_car(Battery, Engine, Car):

```

```
pass
```

```
my_new_tesla = E_car("tesla", "Model_5")
```

```
print(my_new_tesla.engine_info())
```

```
print(my_new_tesla.battery_info())
```

This is engine

This is battery

```
In [23]: class Battery:
          def battery_info(self):
              return "This is battery"
```

```
class Engine:
    def engine_info(self):
        return "This is engine"
```

```
class E_car(Battery, Engine, Car):
    pass
```

```
my_new_tesla = E_car("tesla", "Model_5")
```

```
print(my_new_tesla.engine_info())
```

```
print(my_new_tesla.battery_info())
```

This is engine

This is battery