

BRAC UNIVERSITY
Department of Computer Science and Engineering

Examination: Final
Duration: 90 Minutes
No. of Questions: 3

CSE 111: Programming Language II

Semester: Summer 2022
Full Marks: 30
No. of Pages: 3

Name: (Please write in CAPITAL LETTERS)	ID:	Section:
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B

- ✓ Use the back **part** of the answer script for rough work. **No washroom breaks.**
- ✓ At the end of the exam, put the question **paper** inside the answer script and **return both.**

Question 1: CO4 [10 Points]

Design the **Monster** class with necessary properties so that the given output is produced.

[Hint:

1. Let's say there are 2 monsters: A and B.
 - A can attack B if A is alive.
 - If A is alive, it can only attack B if B is alive.
 - If A's power is greater than that of B, only then A can defeat B; Otherwise, A will be defeated by B.
 - Once a monster gets defeated, it is considered to be dead.
2. The variable "monsterCount" keeps track of the number of monsters alive. So, update it accordingly.]

<pre>#Write your code here monster1 = Monster('Godzilla', 40) monster2 = Monster('Hydra', 30) monster3 = Monster('KingKong', 50) print(f"Number of monsters alive:{Monster.monsterCount}") print('1-----') print(monster1.get_details()) print('2-----') print(monster2.get_details()) print('3-----') print(monster3.get_details()) print('4-----') monster1.attack() print('5-----') monster1.attack(monster2) print('6-----') monster1.attack(monster2, monster3) print('7-----') print(f"Number of monsters alive:{Monster.monsterCount}") print('8-----') print(monster2.get_details()) print('9-----') monster2.attack(monster1)</pre>	<p>Output:</p> <pre>Number of monsters alive:3 1----- Name:Godzilla Power:40 Alive:True 2----- Name:Hydra Power:30 Alive:True 3----- Name:KingKong Power:50 Alive:True 4----- No monsters to attack 5----- Attack successful.Godzilla defeated Hydra. 6----- Cannot attack Hydra. It's not alive. Attack unsuccessful. Godzilla was defeated by KingKong. 7----- Number of monsters alive:1 8----- Name:Hydra Power:30 Alive:False 9----- Hydra is not alive to attack.</pre>
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Question 2: CO5 [10 Points]

Implement the **BracbookUser** class that is derived from the **User** class with necessary properties so that the given output is produced.

[You are not allowed to change the given code under any circumstances.]

```
class User:
    activities = ["Post", "Like", "Comment"]
    def __init__(self, name, email):
        self.name = name
        self.email = email
    def UserActivity(self, activityType):
        if activityType in User.activities:
            return True
        else:
            return False
    def userDetails(self):
        return f"User Detail:\nName:{self.name}\nEmail: {self.email}"

#Write your code here
user1 = BracbookUser("Rakait", "xyz@gmail.com")
print("1=====")
print(user1.userDetail())
print("2=====")
user2 = BracbookUser("Sazzad", "abc@gmail.com",
"01727xxxxxx")
print("3=====")
print(user2.userDetail())
print("4=====")
user1.UserActivity("Like")
print("5=====")
user1.UserActivity("Comment")
print("6=====")
print(user1.userDetail())
print("7=====")
user2.UserActivity("Share")
print("8=====")
user2.UserActivity("Comment")
print("9=====")
print(user2.userDetail())
```

Output:

```
1=====
User Detail:
Name: Rakait
Email: xyz@gmail.com
Phone: Not set
Activity Log: No recent activity.
2=====
3=====
User Detail:
Name: Sazzad
Email: abc@gmail.com
Phone: 01727xxxxxx
Activity Log: No recent activity.
4=====
Rakait has Like(d/ed) successfully.
5=====
Rakait has Comment(d/ed) successfully.
6=====
User Detail:
Name: Rakait
Email: xyz@gmail.com
Phone: Not set
Activity Log: Like,Comment
7=====
No activities found like Share
8=====
Sazzad has Comment(d/ed) successfully.
9=====
User Detail:
Name: Sazzad
Email: abc@gmail.com
Phone: 01727xxxxxx
Activity Log: Comment
```

Question – 3: CO4 [10 Points]

1	class A:
2	temp = 5
3	def __init__(self):
4	self.y = A.temp - 2
5	self.sum = A.temp + 1
6	A.temp += 3
7	def methodA(self, m, n):
8	x = 0
9	self.y = self.y + m + (A.temp)
10	x = x + 2 + n
11	print(x, self.y, self.sum)
12	self.methodB(-2, 6)
13	self.sum = self.sum + x + A.temp
14	self.methodB(-4, self.sum, 3)
15	def methodB(self, m, n):
16	y = 5
17	y = y + self.y
18	self.sum = B.x + y + n
19	print(B.x, y, self.sum)
20	class B(A):
21	x = 1
22	def __init__(self, obj=None):
23	super().__init__()
24	if obj != None:
25	obj.sum = 11
26	self.y = A.temp + 4
27	self.sum = 3 + A.temp + B.x
28	def methodB(self, m, n, y=0):
29	y = y + self.y + n
30	B.x = m + self.y + n
31	self.sum = B.x + y + A.temp
32	print(B.x, y, self.sum)

Illustrate the output of the following statements:

b1 = B()

b2 = B(b1)

b1.methodA(-3, -7)

Output:

X	y	sum