

MODULE 4

1. Write a program that has a class store which keeps a record of code and price of each product. Display a menu of all products to the user and prompt him to enter the quantity of each item required. Generate a bill and display the total amount.

```
2. class Store:
3.     def __init__(self):
4.         # code : (name, price)
5.         self.items = {
6.             101: ("Bread", 30),
7.             102: ("Milk", 25),
8.             103: ("Eggs", 6),
9.             104: ("Juice", 40)
10.        }
11.
12.    def display(self):
13.        print("Code Item Price")
14.        for code, (name, price) in self.items.items():
15.            print(f"{code} {name:<8} {price}")
16.
17.    def bill(self):
18.        total = 0
19.        for code, (name, price) in self.items.items():
20.            qty = int(input(f"Enter quantity for {name}: "))
21.            total += qty * price
22.        print("\nTotal Bill Amount:", total)
23.
24.s = Store()
25.s.display()
26.s.bill()
27.
```

OUTPUT:

Code	Item	Price
------	------	-------

101	Bread	30
-----	-------	----

102	Milk	25
-----	------	----

103	Eggs	6
-----	------	---

104	Juice	40
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Enter quantity for Bread: 3

Enter quantity for Milk: 5

Enter quantity for Eggs: 20

Enter quantity for Juice: 10

Total Bill Amount: 735

2. Write a program that has classes such as Student, Course and Department. Enroll a student in a course of a particular Department.

```
class Department:
    def __init__(self, name):
        self.name = name
        self.courses = []

    def add_course(self, course):
        self.courses.append(course)

class Course:
    def __init__(self, name, dept):
        self.name = name
        self.dept = dept
        self.students = []
        dept.add_course(self)

    def enroll(self, student):
        self.students.append(student)
        student.courses.append(self)

class Student:
    def __init__(self, name, department):
        self.name = name
        self.department = department
        self.courses = []

# departments
cs = Department("Computer Science")
math = Department("Mathematics")

# courses
c1 = Course("Python Programming", cs)
c2 = Course("Linear Algebra", math)

# students with home departments
s1 = Student("Arjun", cs)
s2 = Student("Nisha", math)
```

```

# enrollments
c1.enroll(s1)
c2.enroll(s1)
c1.enroll(s2)

# display
for s in [s1, s2]:
    print("\nStudent:", s.name)
    print("Home Department:", s.department.name)
    print("Enrolled Courses:")
    for c in s.courses:
        print("  ", c.name, "(Dept:", c.dept.name + ")")

```

OUTPUT:

Student: Arjun

Home Department: Computer Science

Enrolled Courses:

Python Programming (Dept: Computer Science)

Linear Algebra (Dept: Mathematics)

Student: Nisha

Home Department: Mathematics

Enrolled Courses:

Python Programming (Dept: Computer Science)

3. Write a program that has an abstract class polygon. Derive two classes Rectangle and Triangle from polygon and write methods to get the details of their dimensions and hence calculate the area.

```

from abc import ABC, abstractmethod

class Polygon(ABC):
    @abstractmethod
    def get_data(self):
        pass

    @abstractmethod
    def area(self):

```

```

        pass

class Rectangle(Polygon):
    def get_data(self):
        self.l = float(input("Length: "))
        self.b = float(input("Breadth: "))

    def area(self):
        return self.l * self.b

class Triangle(Polygon):
    def get_data(self):
        self.b = float(input("Base: "))
        self.h = float(input("Height: "))

    def area(self):
        return 0.5 * self.b * self.h

# example
print("1. Rectangle\n2. Triangle")
ch = int(input("Enter choice: "))

if ch == 1:
    obj = Rectangle()
else:
    obj = Triangle()

obj.get_data()
print("Area =", obj.area())

```

OUTPUT:

```

1. Rectangle
2. Triangle
Enter choice: 2
Base: 30
Height: 50
Area = 750.0

```

-END-