**Unit -3**

**OOPS- Python Project**

1. Banking System:

Develop a banking system with classes for customers, accounts, and transactions. Implement features like deposit, withdrawal, transfer, and account management.

1. Online Shopping System:

Create an online shopping system with classes representing products, customers, orders, and shopping carts.

Implement features such as adding/removing items from the cart, processing orders, and managing inventory.

1. Restaurant Management System:

Build a restaurant management system with classes for menu items, tables, orders, and customers.

Implement features like placing orders, managing reservations, and tracking inventory.

1. Vehicle Rental System:

Develop a vehicle rental system with classes for vehicles, customers, rentals, and invoices.

Implement features for renting vehicles, returning vehicles, and generating invoices.

1. Inventory Management System:

Create an inventory management system for a store with classes representing products, categories, suppliers, and orders.

Implement features for adding/removing products, managing stock levels, and processing orders.

1. Hotel Reservation System:

Build a hotel reservation system with classes for rooms, guests, bookings, and invoices.

Implement features like booking rooms, checking in/out guests, and generating invoices.

1. Employee Payroll System:

Develop an employee payroll system with classes representing employees, departments, salaries, and payroll processing.

Implement features for managing employee records, calculating salaries, and generating payroll reports.

1. Flight Booking System:

Create a flight booking system with classes for flights, passengers, bookings, and tickets. Implement features like booking flights, canceling bookings, and managing passenger information.

1. Social Media Platform:

Build a social media platform with classes representing users, posts, comments, and interactions.

Implement features like creating posts, commenting on posts, liking posts, and managing user profiles.

1. Game Development

Develop a game using OOP principles, with classes for characters, items, maps, and game mechanics.

Implement features like character movement, combat systems, inventory management, and game progression.