1.Class funtion creating function with variable length of arguments:

class student:

def \_\_init\_\_(self, a, b, c, d, e):

self.name = a

self.initial = b

self.age = c

self.marks = d

self.roll\_no = e

print(self.name, self.initial, self.age, self.marks, self.roll\_no)

s = student("dhina", 'J', 21, [77, 85, 94, 89, 96], "45")

O/P:

dhina J 21 [77, 85, 94, 89, 96] 45

​2.Class\_func\_return multiple values from function:

class tall\_short:

def tall\_sh(self, a, b, c):

if a >= b and a >= c:

print(a)

return a, b, c

elif b >= a and b >= c:

print(b)

return b, c, a

else:

print(c)

return c, a, b

f = tall\_short()

print(f.tall\_sh(179, 187, 172))

O/P:

187

(187, 172, 179)

3.Class\_func\_creating function with default argument:

class tree:

def \_\_init\_\_(self, a, b="sun"):

self.name = a

self.native = b

print(self.name, self.native)

t = tree("lamp")

O/P:

lamp sun

4.Class\_func\_recursive sum of 10

class recursive\_sum:

a = 0

b = 1

c = 0

def rec\_sum(self, n):

if n == 1:

self.c = self.a + self.b

return self.c

else:

return n + self.rec\_sum(n - 1)

s = recursive\_sum()

print(s.rec\_sum(10))

O/P:

55

5.Class\_func\_assigning different name to function and call it by the new name

class fruits:

def fruit\_name(self, p, q):

print("fruit1 is:", p)

print("fruit2 is:", q)

def fruit\_color(self,u, v):

print("fruit1 is:", u)

print("fruit2 is:", v)

f = fruits()

f.fruit\_name("apple", "banana")

f.fruit\_color("red", "yellow")

a\_name = f.fruit\_name

a\_color = f. fruit\_color

a\_name("apple", "banana")

a\_color("red", "yellow")

O/P:

fruit1 is: apple

fruit2 is: banana

fruit1 is: red

fruit2 is: yellow

fruit1 is: apple

fruit2 is: banana

fruit1 is: red

fruit2 is: yellow