

10.Packages

1. Create a program to create two class.
 - 1.1. Create a constructor and a method for each class
 - 1.2. Create a `__init__.py` for adding all packages
 - 1.3. Import the respective packages
 - 1.4. Call each class by creating an object to it
 - 1.5. Create a program by all the above



main.py

Shell



```
1  # 1st program...
2  class MyClass1:
3      def __init__(self, name):
4          self.name = name
5      def say_hello(self):
6          print("Hello, my name is {}".format(self.name))
7  class MyClass2:
8      def __init__(self, age):
9          self.age = age
10     def say_age(self):
11         print("I am {} years old!".format(self.age))
12  obj1 = MyClass1("Bard")
13  obj2 = MyClass2(25)
14  obj2.say_age()
```



main.py

Shell



Hello, my name is Bard!

I am 25 years old!

> |



```
1  # 2nd program...
2  # __init__.py
3  from math import *
4  from random import *
5  class MyClass1:
6      def __init__(self, name):
7          self.name = name
8      def print_name(self):
9          print(self.name)
10 class MyClass2:
11     def __init__(self, age):
12         self.age = age
13     def print_age(self):
14         print(self.age)
15 if __name__ == "__main__":
16
17     obj1 = MyClass1("John Doe")
18     obj1.print_name()
19     obj2 = MyClass2(25)
20     obj2.print_age()
```



main.py

Shell



John Doe

25

> |

```
1  # 3rd program
2  # Import the math and random modules
3  import math
4  import random
5  class MyClass1:
6      def __init__(self, name):
7          self.name = name
8      def print_name(self):
9          print(self.name)
10 class MyClass2:
11     def __init__(self, age):
12         self.age = age
13     def print_age(self):
14         print(self.age)
15 if __name__ == "__main__":
16
17     obj1 = MyClass1("John Doe")
18     obj1.print_name()
19     import random
20     number = random.randint(1, 100)
21     print(number)
```



main.py

Shell



John Doe

57

> |



```
1  # 4th program...
2  # Import the math and random modules
3  import math
4  import random
5  class MyClass1:
6      def __init__(self, name):
7          self.name = name
8      def print_name(self):
9          print(self.name)
10 class MyClass2:
11     def __init__(self, age):
12         self.age = age
13
14     def print_age(self):
15         print(self.age)
16 if __name__ == "__main__":
17
18     obj1 = MyClass1("John Doe")
19     obj1.print_name()
20     obj2 = MyClass2(25)
21     obj2.print_age()
22
23
24
```




main.py

Shell



John Doe

25

> |



main.py

Shell



```
1  # 5th program...
2  # Import the math and random modules
3  import math
4  import random
5  class MyClass1:
6      def __init__(self, name):
7          self.name = name
8      def print_name(self):
9          print(self.name)
10 class MyClass2:
11     def __init__(self, age):
12         self.age = age
13     def print_age(self):
14         print(self.age)
15 if __name__ == "__main__":
16
17     import random
18     number = random.randint(1, 100)
19     obj1 = MyClass1("John Doe")
20     obj1.print_name()
21     obj2 = MyClass2(25)
22     obj2.print_age()
```



main.py

Shell



John Doe

25

> |