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

```python
# 1st program...
class MyClass1:
    def __init__(self, name):
        self.name = name
    def say_hello(self):
        print("Hello, my name is {}!"
              .format(self.name))
class MyClass2:
    def __init__(self, age):
        self.age = age
    def say_age(self):
        print("I am {} years old!"
              .format(self.age))
obj1 = MyClass1("Bard")
obj2 = MyClass2(25)
obj2.say_age()
```

```
Hello, my name is Bard!
I am 25 years old!
>
```

```python
# 2nd program...
# __init__.py
from math import *
from random import *
class MyClass1:
    def __init__(self, name):
        self.name = name
    def print_name(self):
        print(self.name)
class MyClass2:
    def __init__(self, age):
        self.age = age
    def print_age(self):
        print(self.age)
if __name__ == "__main__":

    obj1 = MyClass1("John Doe")
    obj1.print_name()
    obj2 = MyClass2(25)
    obj2.print_age()
```

```
John Doe
25
>
```

```python
# 3rd program
# Import the math and random modules
import math
import random
class MyClass1:
    def __init__(self, name):
        self.name = name
    def print_name(self):
        print(self.name)
class MyClass2:
    def __init__(self, age):
        self.age = age
    def print_age(self):
        print(self.age)
if __name__ == "__main__":

    obj1 = MyClass1("John Doe")
    obj1.print_name()
    import random
    number = random.randint(1, 100)
    print(number)
```

```
John Doe
57
>
```

```python
# 4th program...
# Import the math and random modules
import math
import random
class MyClass1:
    def __init__(self, name):
        self.name = name
    def print_name(self):
        print(self.name)
class MyClass2:
    def __init__(self, age):
        self.age = age

    def print_age(self):
        print(self.age)
if __name__ == "__main__":

    obj1 = MyClass1("John Doe")
    obj1.print_name()
    obj2 = MyClass2(25)
    obj2.print_age()


```

main.py | Shell | ▷

```
John Doe
25
>
```

```python
# 5th program...
# Import the math and random modules
import math
import random
class MyClass1:
    def __init__(self, name):
        self.name = name
    def print_name(self):
        print(self.name)
class MyClass2:
    def __init__(self, age):
        self.age = age
    def print_age(self):
        print(self.age)
if __name__ == "__main__":

    import random
    number = random.randint(1, 100)
    obj1 = MyClass1("John Doe")
    obj1.print_name()
    obj2 = MyClass2(25)
    obj2.print_age()
```

```
John Doe
25
>
```