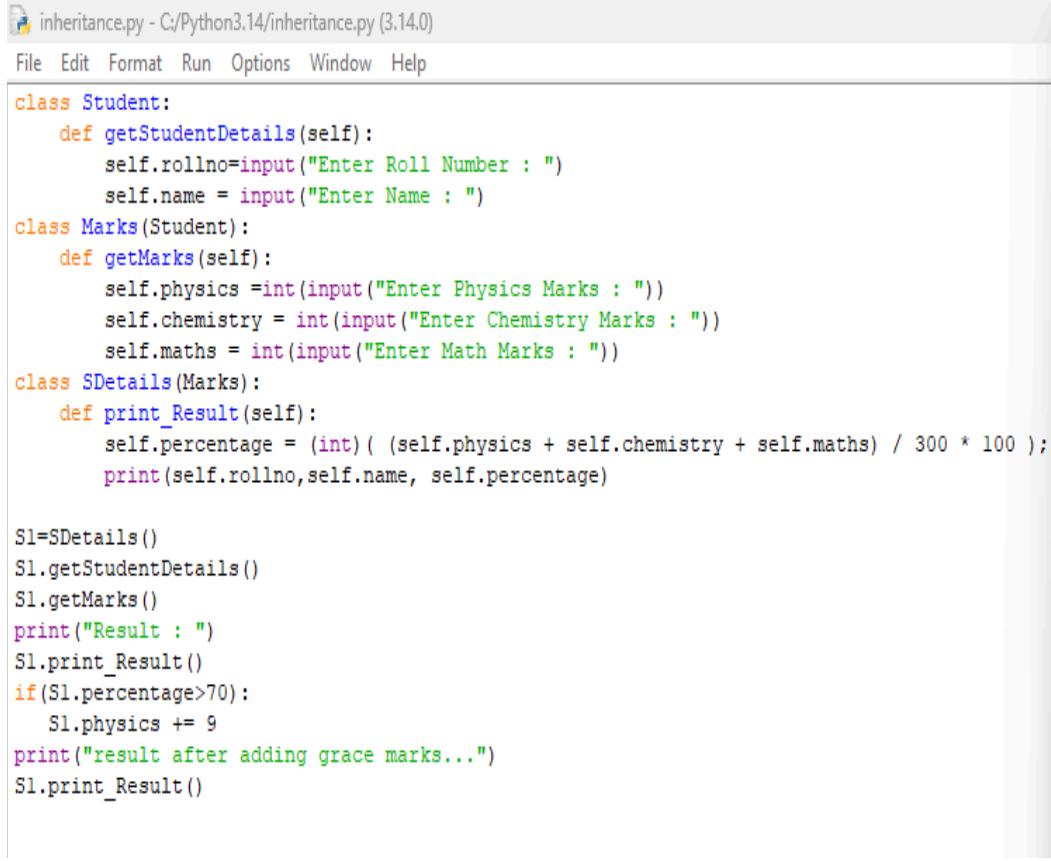


INHERITANCE PROGRAM

CODING:



The screenshot shows a code editor window with the file 'inheritance.py' open. The code implements inheritance in Python. It defines three classes: 'Student', 'Marks', and 'SDetails'. The 'Student' class has a method 'getStudentDetails' which takes input for roll number and name. The 'Marks' class inherits from 'Student' and has a method 'getMarks' which takes input for Physics, Chemistry, and Maths marks. The 'SDetails' class also inherits from 'Student' and has a method 'print_Result' which calculates the percentage and prints it along with the roll number and name. The main part of the code creates an instance of 'SDetails' named 'S1', calls its methods to get details and calculate the result, and then adds grace marks to the Physics mark before printing the final result.

```
class Student:
    def getStudentDetails(self):
        self.rollno=input("Enter Roll Number : ")
        self.name = input("Enter Name : ")

class Marks(Student):
    def getMarks(self):
        self.physics =int(input("Enter Physics Marks : "))
        self.chemistry = int(input("Enter Chemistry Marks : "))
        self.maths = int(input("Enter Math Marks : "))

class SDetails(Marks):
    def print_Result(self):
        self.percentage = (int)( (self.physics + self.chemistry + self.maths) / 300 * 100 );
        print(self.rollno,self.name, self.percentage)

S1=SDetails()
S1.getStudentDetails()
S1.getMarks()
print("Result : ")
S1.print_Result()
if(S1.percentage>70):
    S1.physics += 9
print("result after adding grace marks...")
S1.print_Result()
```

```
class Student:
    def getStudentDetails(self):
        self.rollno=input("Enter Roll Number : ")
        self.name = input("Enter Name : ")

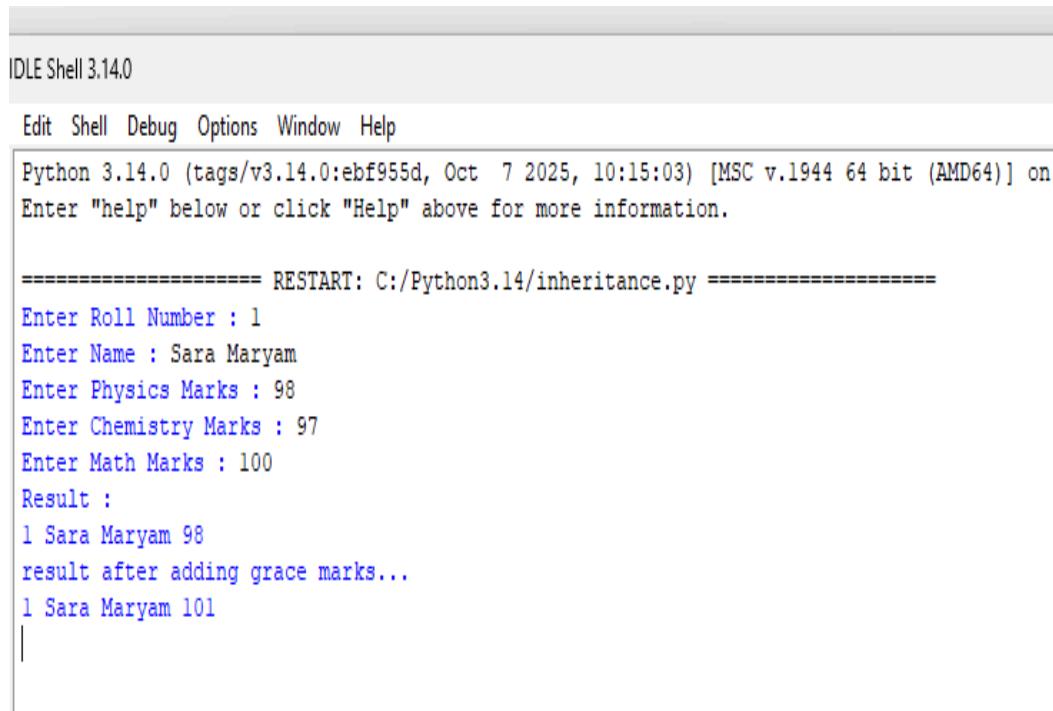
class Marks(Student):
    def getMarks(self):
        self.physics =int(input("Enter Physics Marks : "))
        self.chemistry = int(input("Enter Chemistry Marks : "))
        self.maths = int(input("Enter Math Marks : "))

class SDetails(Marks):
    def print_Result(self):
        self.percentage = (int)( (self.physics + self.chemistry + self.maths) / 300 * 100 );
        print(self.rollno,self.name, self.percentage)

S1=SDetails()
S1.getStudentDetails()
```

```
S1.getMarks()
print("Result : ")
S1.print_Result()
if(S1.percentage>70):
    S1.physics += 9
print("result after adding grace marks...")
S1.print_Result()
```

OUTPUT:



```
IDLE Shell 3.14.0
Edit Shell Debug Options Window Help
Python 3.14.0 (tags/v3.14.0:ebf955d, Oct  7 2025, 10:15:03) [MSC v.1944 64 bit (AMD64)] on
Enter "help" below or click "Help" above for more information.

=====
RESTART: C:/Python3.14/inheritance.py =====
Enter Roll Number : 1
Enter Name : Sara Maryam
Enter Physics Marks : 98
Enter Chemistry Marks : 97
Enter Math Marks : 100
Result :
1 Sara Maryam 98
result after adding grace marks...
1 Sara Maryam 101
```