

Garbage Collector

In [ ]: Garbage Collector --> In old programming language like c/c++ we need to deleted the unused variables and data. programmer is reponsible to deleted or remove the irrelavent data.

--> In Python we have on assitant whose name is garbage collection and he will take care of useless thing

--> Garbage collection automatically delete the usless datat from the memeory

--> If the object doesnot have any reference variable then garbage collector will automcatically destroyed that object.

--> If we are writing any program internally garbage collector is running and he will destroy all the useless data and reference variable

How to check weather garbage collector is enabled for every program or not?

In [6]: import gc  
print(gc.isenabled())  
gc.disable()  
print(gc.isenabled())

True  
False

Destructor

In [ ]: Destructor --> it is also a special method and its name should be \_\_del\_\_.

--> Just before destroying the object garbage collector always calls destructors for performing the cleanup activities(closing database, relese memory)

--> Once Destructors completed clearnup activites then garbage collector destroy the object.

Example

In [10]: class Test:  
def \_\_init\_\_(self):  
print("Constructor called")  
def \_\_del\_\_(self):  
print("Destructor called")

x=Test()  
x=None

Constructor called  
Destructor called

Counting of Objects and References

In [ ]: class Test:  
pass

t1=Test()  
t2=t1  
t3=t1  
t4=t1

Object --> 1  
Reference --> 4

Banking Application With Menu Driven Program

In [1]: import sys  
class Customer:  
bank\_name="Indian Bank"  
def \_\_init\_\_(self,name,account\_number,balance=0):  
self.name=name  
self.balance=balance #100  
self.account\_number=account\_number

def deposit(self,amount):  
self.balance=self.balance+amount

print("Balance After Deposit ",self.balance)

def withdraw(self,amount): #balance=100 , amount=1000  
if amount>self.balance:  
print("Insufficient balance we cannot process your request")  
sys.exit()  
self.balance=self.balance-amount #100 #1000 --> 1000-100 -->900  
print("Balance After Withdrawal :",self.balance)

def check\_balance(self):  
print("Balance Available :",self.balance)

print("Welcome to",Customer.bank\_name)  
name=input("Please enter your name")  
account\_number=int(input("Enter Your Account Number"))  
print("-----")  
print("Customer Name is :", name)  
print("Customer Account Number is ",account\_number)  
print("-----")  
c=Customer(name,account\_number)

while True:  
print("\*\*\*\*\*")  
print("Press D -- FOR DEPOSIT MONEY ")  
print("Press W -- FOR WITHDRAWAL MONEY")  
print("Press B -- FOR BALANCE CHECKING")  
print("Press E -- FOR EXIT")  
print("\*\*\*\*\*")  
option = input("Choose your Option for Transaction")  
if option == "D" or option == "d":  
amount=int(input("Enter the Amount You want to Deposit"))  
c.deposit(amount)  
elif option == "W" or option == "w":  
amount=int(input("Enter the Amount You want to Withdrawal"))  
c.withdraw(amount)  
elif option == "B" or option == "b":  
c.check\_balance()  
elif option == "E" or option == "e":  
print("Thanks for Banking!!!")  
sys.exit()  
else:  
print("Please enter valid input")

Welcome to Indian Bank  
Please enter your namePratyush  
Enter Your Account Number120  
-----  
Customer Name is : Pratyush  
Customer Account Number is 120  
-----  
\*\*\*\*\*  
Press D -- FOR DEPOSIT MONEY  
Press W -- FOR WITHDRAWAL MONEY  
Press B -- FOR BALANCE CHECKING  
Press E -- FOR EXIT  
\*\*\*\*\*  
Choose your Option for TransactionD  
Enter the Amount You want to Deposit1500  
Balance After Deposit 1500  
\*\*\*\*\*  
Press D -- FOR DEPOSIT MONEY  
Press W -- FOR WITHDRAWAL MONEY  
Press B -- FOR BALANCE CHECKING  
Press E -- FOR EXIT  
\*\*\*\*\*  
Choose your Option for TransactionE  
Thanks for Banking!!!  
An exception has occurred, use %tb to see the full traceback.

SystemExit  
C:\Users\praty\anaconda3\lib\site-packages\IPython\core\interactiveshell.py:3377: UserWarning: To exit: use 'exit', 'quit', or Ctrl-D.  
warn("To exit: use 'exit', 'quit', or Ctrl-D.", stacklevel=1)