Exercise No: 13

Date:24/11/2020

Aim:

Write a python program to implement the class for the shop

Program:

class Apparel:

counter = 100

def \_\_init\_\_(self,price,item\_type):

Apparel.counter += 1

self.\_\_item\_id = item\_type[0]+str(Apparel.counter)

self.\_\_price = price

self.\_\_item\_type = item\_type

def calculate\_price(self):

self.\_\_price += self.\_\_price\*0.05

def get\_item\_id(self):

return self.\_\_item\_id

def get\_price(self):

return self.\_\_price

def get\_item\_type(self):

return self.\_\_item\_type

def set\_price(self,price):

self.\_\_price = price

return self.\_\_price

class Cotton(Apparel):

def \_\_init\_\_(self,price,discount):

super().\_\_init\_\_(price,'Cotton')

self.\_\_discount = discount

def calculate\_price(self):

super().calculate\_price()

price = self.get\_price()

price -= price \* (self.\_\_discount/100)

price += price \* 0.05

self.set\_price(price)

return price

def get\_discount(self):

return self.\_\_discount

class Silk(Apparel):

def \_\_init\_\_(self,price):

super().\_\_init\_\_(price,'Silk')

self.\_\_points = None

def calculate\_price(self):

super().calculate\_price()

if(self.get\_price() > 10000):

self.\_\_points = 10

else:

self.\_\_points = 3

return self.set\_price(self.get\_price() + (self.get\_price() \* 0.1))

def get\_points(self):

return self.\_\_points

silk = int(input())

cotton = int(input())

discount = int(input())

a = Silk(silk)

print(a.calculate\_price())

b = Cotton(cotton,discount)

print(b.calculate\_price())

Link:

http://103.53.53.18/mod/vpl/forms/edit.php?id=328&userid=1798

output:

I/P:

200

154

33

O/P:

231.0

113.755

Result:

The program executed and the output are obtained successfully and verified.