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# OOPS - Object Oriented Programming Structure
# Class - A set of properties(attributes/variables) and methods
# Object - is an instance of the class

# Class Definition
class Employee():
    # Variables
    eName = "ram"
    eLoc = "bengaluru"
    eSal = 15000
    __eTeam = "Development"

    # Initialization Method
    def __init__(self, eName="ram", eLoc="bengaluru", eSal=15000, eTeam =
"Development"):
        print ("I am in initialization")
        self.eName = eName
        self.eLoc = eLoc
        self.eSal = eSal
        self.__eTeam = eTeam

    # Printing the object in string format
    def __str__(self):
        return ("Name - {0}; Location - {1}; Salary - {2}".format(self.eName,
                                                                    self.eLoc,
                                                                    self.eSal))

    # Set Method
    def setTeam(self, eTeam):
        self.__eTeam = eTeam

    # Get Method
    def getTeam(self):
        return(self.__eTeam)

# Create the object
objEmployee_1 = Employee(eName="gana")
print ("Object Employee 1 ->", objEmployee_1)

objEmployee_2 = Employee(eName="nagesha", eSal=30000)
print ("Object Employee 2 ->", objEmployee_2)

# print (objEmployee_1.__str__())
# objEmployee_1.__init__()

print ("-----")

print ("Using Class")
print ("Name ->", Employee.eName)
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print ("Location ->", Employee.eLoc)
print ("Salary ->", Employee.eSal)

print ("-----")

print ("Using Object 1")
print ("Name ->", objEmployee_1.eName)
print ("Location ->", objEmployee_1.eLoc)
print ("Salary ->", objEmployee_1.eSal)

print ("-----")

print ("Using Object 2")
print ("Name ->", objEmployee_2.eName)
print ("Location ->", objEmployee_2.eLoc)
print ("Salary ->", objEmployee_2.eSal)

print ("-----")

print ("Before Setting Team ->", objEmployee_2.getTeam())
objEmployee_2.setTeam("Testing")
print ("After Setting Team ->", objEmployee_2.getTeam())

print ("-----")

# Pseudo Private Variable
print ("Pseudo Private Variable ->", objEmployee_2._Employee__eTeam)

print ("-----")
```