```
class Clock:
    def __init__(self, hour, minute, second):
        self.hour = hour
        self.minute = minute
        self.second = second
    def set_hour(self, hour):
        self.hour = hour
    def set_minute(self, minute):
        self.minute = minute
    def set_seconds(self, second):
        self.second = second
    def set_time(self, hour, minute, second):
        self.set_hour(hour)
        self.set_minute(minute)
        self.set_seconds(second)
    def tick(self):
        self._second += 1
        if (self._second == 60):
            self._second = 0
            self._minute += 1
            if (self._minute == 60):
                self._minute = 0
                self._hour += 1
                if (self._hour == 24):
                    self._hour = 0
    def get_time(self):
        if(self.hour > 0 and self.hour <= 12):</pre>
            state = "AM"
        elif(self.hour > 12 and self.hour < 24):</pre>
            self.hour -= 12
            state = "PM"
        elif(self.hour == 12):
            self.hour = 0
            state = "PM"
        elif(self.hour == 24):
            self.hour = 0
            state = "AM"
```

```
print(f"{self.hour:02d}:{self.minute:02d}:{self.second:02d} {state}")

def main():
    clock = Clock(12, 50, 12)
    clock.set_time(9,30,24)
    clock.set_hour(13)
    clock.set_seconds(30)
    clock.get_time()
main()
```

## No.2

```
class Poly:
   def __init__(self, x):
       self.x = list(x)
   def who_is_bigger(self, p):
        first_power = self.find_powerOfx()
        first_coef = self.x
        second_power = p.find_powerOfx()
        second_coef = p.x
        if (len(first_power) >= len(second_power)):
            bigger_coef = first_coef
            bigger_power = first_power
            smaller_coef = second_coef
            smaller_power = second_power
        elif (len(first_power) < len(second_power)):</pre>
            bigger_coef = second_coef
            bigger_power = second_power
            smaller_coef = first_coef
            smaller_power = first_power
        while(len(smaller_power) != len(bigger_power)):
            smaller_power += (0,)
            smaller_coef += (0,)
```

```
return (smaller_coef, smaller_power, bigger_coef, bigger_power)
def add(self, p):
    (smaller_coef, smaller_power, bigger_coef, bigger_power) = self.who_is_bigger(p)
   new_coef = []
    for i in range(0, len(bigger_power)):
        if bigger_power[i] == smaller_power[i]:
            new_coef += (smaller_coef[i] + bigger_coef[i],)
            new_coef += (bigger_coef[i],)
    self.x = new_coef
   return Poly(self.x)
def scalar_mulltiply(self, n):
    for i in range(len(self.x)):
       self.x[i] *= n
   return Poly(self.x)
def multiply(self, p):
   #(smaller_coef, smaller_power, bigger_coef, bigger_power) = self.who_is_bigger(p)
   new_coef = []
   for i in range(0, (len(self.x) + len(p.x)) -1):
       new\_coef += (0, )
   # [0 + 0] += 1*1
   # [1 + 0] += 1*1
   i = 0
   while(i != len(self.x)):
       j = 0
       while(j != len(p.x)):
            new_coef[i+j] += (self.x[i] * p.x[j])
           j += 1
   return Poly(new_coef)
```

```
def power(self, n):
    new_coef = []
    for i in range(0, (len(self.x) *n ) -1 ):
        new_coef += (0, )
    i = 0
    while(i != len(self.x)):
       j = 0
        while(j != len(self.x)):
            new_coef[i+j] += (self.x[i] * self.x[j])
            j += 1
    return Poly(new_coef)
def find_powerOfx(self):
    count = 0
    powers = ()
        if (i == 0):
            powers += (0,)
            count += 1
            continue
            powers += (count,)
            count += 1
    return powers
def diff(self):
    new\_coef = ()
    for i in range(len(self.x)-1):
        new\_coef += (self.x[i + 1] * (i + 1),)
```

```
return Poly(new_coef)
    def integrate(self):
       new_coef = []
        for i in range(0, len(self.x)+1):
            new\_coef += (0, )
        original_powers = self.find_powerOfx()
        print()
        for i in range(0, len(self.x)):
            # print(f"self.x[i] / original_powers[i] + 1 = {self.x[i] // original_powers[i] +
1 }")
            new_coef[i+1] = (self.x[i] / (original_powers[i] + 1 ))
            # print(f"original_powers[i] : {original_powers[i] + 1}")
        return Poly(new_coef)
    def print(self):
        count = 0
            sign = "+"
            if i < 0:
                sign = "-"
            if ( count == 0):
                sign = ""
            if (i == 0):
                count += 1
                continue
                i = abs(i)
                if count == 0:
                    print(f"{sign}{int(i)} ", end = "")
                    print(f"{sign} {int(i)}x^{count} ", end = " ")
                count += 1
```

```
print()
   def eval(self, n):
        count = 0
        total = 0
            if (i == 0):
                count += 1
                continue
                total += i * (n ** count)
               count += 1
        print(total)
def main():
   p = Poly((1, 2, 3))
   p.print()
   print()
   p.diff().print()
   p.integrate().print()
   # print(p.find_powerOfx())
   # print(q.find_powerOfx())
   # r.print()
   # p.scalar_mulltiply(2)
   \# s = Poly((1,1))
   # s.print()
   # r = p.multiply(s)
```

```
# r = p.power(2)
# r.print()

main()
```

```
class LinearEquation:
    def __init__(self, a, b, c, d, e, f):
        self.__a = a
        self.\_b = b
        self._d = d
        self._e = e
        self.__f = f
    def get_a(self, a):
        return self.__a
    def get_b(self, b):
        return self.__b
    def get_c(self, c):
        return self.__c
    def get_d(self, d):
        return self.__d
    def get_e(self, e):
        return self.__e
    def get_f(self, f):
        return self.__f
    def isSolvable(self):
        if( (self.__a * self.__d) - (self.__b* self.__c) !=0 ):
    def getX(self):
        top =( self.__e * self.__d) - (self.__b * self.__f)
        bottom = (self.__a * self.__d) - (self.__b * self.__c)
        return top / bottom
    def getY(self):
        top =( self.__a * self.__f) - (self.__e * self.__c)
bottom = (self.__ * self.__d) - (self.__b * self.__c)
        return top / bottom
```