Source Code

class BasePasswordManager(object):

old\_passwords = ["Python",1236,"ac14"]

def get\_password(self):

return self.old\_passwords[-1]

def is\_correct(self, password):

return self.get\_password() == password

class PasswordManager(BasePasswordManager):

def set\_password(self, new\_password):

if self.get\_level() < self.get\_level(new\_password) and len(new\_password) >= 6:

self.old\_passwords.append(new\_password)

print("Password changed Successfully.")

else:

print("Password not changed. Please use a stronger password")

def get\_level(self, password = None):

if password == None:

password = self.get\_password()

if password.isalpha() or password.isnumeric():

level = 0

elif password.isalnum():

level = 1

else:

level = 2

return level

Pass= BasePasswordManager()

new\_pass = input("Enter new Password: ")

print(f"Is current password same as a new password: {Pass.is\_correct(new\_pass)}")

manage= PasswordManager()

manage.set\_password(new\_pass)

print(f"Security Level of Password: {manage.get\_level()}")