Name:

Roll No.:

Assignment No.: 04(4.4)

Assignment Title: Develop programs to understand object oriented programming using python (Overriding).

Code:

**4.2 Overriding in Python:**

# Parent class

class Shape:

# properties

data1 = "abc"

# function no\_of\_sides

def no\_of\_sides(self):

print("My sides need to be defined. I am from shape class.")

# function two\_dimensional

def two\_dimensional(self):

print("I am a 2D object. I am from shape class")

class Square (Shape):

data2 = "XYZ"

def no\_of\_sides (self):

print("I have 4 sides. I am from Square class")

def color(self):

print("I have teal color. I am from Square class.")

# Create an object of Square class

sq = Square()

# Override the no\_of\_sides of parent class

sq.no\_of\_sides()

# Will inherit this method from the parent class

sq.two\_dimensional()

# It's own method color

sq.color()

**Output:**