

'''

Q.Create a class Student with attributes pin, name and behaviour display_details ,create 3 objects and call display_details

```
class Student:
```

```
    def __init__(self, name,pin,behaviour):
```

```
        self.pin = pin
```

```
        self.name = name
```

```
        self.behaviour=behaviour
```

```
    def display(self):
```

```
        print("Pin: %d \nName: %s \nBehaviour:%s" % (self.pin, self.name,self.behaviour))
```

```
s1 = Student("Nagendra", 55,'good')
```

```
s2 = Student("Jaggu", 58,'average')
```

```
s3 = Student("sandeep", 56,'bad')
```

```
s1.display()
```

```
s2.display()
```

```
s3.display()
```

output:

```
    Pin: 55
```

```
Name: Nagendra
```

```
Behaviour:good
```

```
Pin: 58
```

```
Name: Jaggu
```

```
Behaviour:average
```

```
Pin: 56
```

```
Name: sandeep
```

```
Behaviour:bad
```

'''

'''

Q.Create a class Player and derive 2 classes Batsman and Bowler with methods runs_ scored and wickets_taken and an overridden method rating.

```
class Player:
```

```
    x = 0
```

```
    def _init_(self,name):
```

```
        self.name=name
```

```
        print(f'{self.name} joined')
```

```
    def played_count(self) :
```

```
        self.x = self.x + 1
```

```
        print(f'Played count of {self.name} is {self.x}')
```

```
    def rating(self):
```

```
        if self.wic>3:
```

```
            print('Rating:5')
```

```
        if self.runs>50:
```

```
            print('Rating:5')
```

```
class Batsman(Player):
```

```
    runs = 0
```

```
    def score(self,s):
```

```
        self.runs = self.runs + s
```

```
        self.played_count()
```

```
        print(self.name,"score:",self.runs)
```

```
    def rating(self):
```

```
        if self.runs>90:
```

```
            print('Rating:9')
```

```
        else:
```

```
            print('Rating:8')
```

```
class Bowler(Batsman):
```

```

wic=0
def wickets(self,w):
    self.wic=self.wic+w
    print(self.name,"wickets:",self.wic)
def rating(self):
    if self.wic>8:
        print('Rating:9')
    else:
        print('Rating:8')
s = Player("Dhoni")
s.played_count()
j = Batsman("Virat")
j.score(50)
j.score(40)
j.rating()

```

```

w = Player("Bumrah")
s.played_count()
i = Bowler("bhuvi")
i.wickets(5)
i.wickets(3)
i.rating()

```

output:

Dhoni joined

Played count of Dhoni is 1

Virat joined

Played count of Virat is 1

Virat score: 50

Played count of Virat is 2

Virat score: 90

Rating:8

Bumrah joined

Played count of Dhoni is 2

bhuvi joined

bhuvi wickets: 5

bhuvi wickets: 8

'''

'''

Q.Create a class with all types of variables public,private and protected

```
class Employee:
```

```
    no_of_leaves = 8
```

```
    var = 8
```

```
    _protec = 9
```

```
    __pr = 98
```

```
    def __init__(self, aname, asalary, arole):
```

```
        self.name = aname
```

```
        self.salary = asalary
```

```
        self.role = arole
```

```
    def printdetails(self):
```

```
        return f"The Name is {self.name}. Salary is {self.salary} and role is {self.role}"
```

```
    @classmethod
```

```
    def change_leaves(cls, newleaves):
```

```
        cls.no_of_leaves = newleaves
```

```
    @classmethod
```

```
def from_dash(cls, string):  
    return cls(*string.split("-"))
```

```
@staticmethod  
def printgood(string):  
    print("This is good " + string)
```

```
emp = Employee("harry", 343, "Programmer")  
print(emp._Employee__pr)
```

output:

```
98
```

```
'''
```

