**Project 15-3: Customer or Employee Creator**

Create an object-oriented program that allows you to enter data for customers and

employees.

**Sample Run**

**Customer/Employee Data Entry**

**Customer or employee? (c/e): c**

**DATA ENTRY**

**First name: Frank**

**Last name: Wilson**

**Email: frank44@gmail.com**

**Number: M10293**

**CUSTOMER**

**First name: Frank**

**Last name: Wilson**

**Email: frank44@gmail.com**

**Number: M10293**

**Continue? (y/n): y**

**Customer or employee? (c/e): e**

**DATA ENTRY**

**First name: Joel**

**Last name: Murach**

**Email: joel@murach.com**

**SSN: 123-45-6789**

**EMPLOYEE**

**First name: Joel**

**Last name: Murach**

**Email: joel@murach.com**

**SSN: 123-45-6789**

**Continue? (y/n): n**

**Bye!**

**Specifications**

 Create a Person class that provides attributes for first name, last name, and email

address. This class should provide a property or method that returns the person’s full

name.

 Create a Customer class that inherits the Person class. This class should add an

attribute for a customer number.

 Create an Employee class that inherits the Person class. This class should add an

attribute for a social security number (SSN).

 The program should create a Customer or Employee object from the data entered by

the user, and it should use this object to display the data to the user. To do that, the

program can use the isinstance() function to check whether an object is a Customer or

Employee object.

**Project 12-3: Champion Counter**

Create a program that reads a text file that contains a list of FIFA World Cup champions

and determines the country that has won the most championships.

**Sample Run**

**FIFA World Cup Winners**

**Country Wins Years**

**======= ==== =====**

**Argentina 2 1978, 1986**

**Brazil 5 1958, 1962, 1970, 1994, 2002**

**England 1 1966**

**France 1 1998**

**Germany 4 1954, 1974, 1990, 2014**

**Italy 4 1934, 1938, 1982, 2006**

**Spain 1 2010**

**Uruguay 2 1930, 1950**

**Specifications**

 Your instructor should provide a text file named world\_cup\_champions.txt that

contains data like this:

**Year,Country,Coach,Captain**

**1930,Uruguay,Alberto Suppici,José Nasazzi**

**1934,Italy,Vittorio Pozzo,Gianpiero Combi**

**1938,Italy,Vittorio Pozzo,Giuseppe Meazza**

**...**

**...**

**2002,Brazil,Luiz Felipe Scolari,Cafu**

**2006,Italy,Marcello Lippi,Fabio Cannavaro**

**2010,Spain,Vicente del Bosque,Iker Casillas**

**2014,Germany,Joachim Löw,Philipp Lahm**

 When the program starts, it should read the text file and use a dictionary to store the

required data using the name of each country that has won the World Cup as the key.

 The program should compile the data shown above and display the countries

alphabetically.