

```
L = [1,2,3]
```

```
L.upper()
```

```
-----  
-----  
AttributeError                                Traceback (most recent call  
last)
```

```
C:\PROGRA~1\KMSpico\temp/ipykernel_7124/1775374810.py in <module>
```

```
1 L = [1,2,3]
```

```
2
```

```
----> 3 L.upper()
```

```
AttributeError: 'list' object has no attribute 'upper'
```

```
s = 'hello'
```

```
s.append('x')
```

```
-----  
-----  
AttributeError                                Traceback (most recent call  
last)
```

```
C:\PROGRA~1\KMSpico\temp/ipykernel_7124/666329863.py in <module>
```

```
1 s = 'hello'
```

```
----> 2 s.append('x')
```

```
AttributeError: 'str' object has no attribute 'append'
```

```
L = [1,2,3]
```

```
print(type(L))
```

```
<class 'list'>
```

```
s = [1,2,3]
```

```
# syntax to create an object
```

```
#objectname = classname()
```

```
# object literal
```

```
L = [1,2,3]
```

```
L = list()
```

```
L
```

```
[]
```

```
s = str()
```

```
s
```

```
''
```

```

class Atm:

    # constructor(special function)->superpower ->
    def __init__(self):
        print(id(self))
        self.pin = ''
        self.balance = 0
        self.menu()

    def menu(self):
        user_input = input("""
        Hi how can I help you?
        1. Press 1 to create pin
        2. Press 2 to change pin
        3. Press 3 to check balance
        4. Press 4 to withdraw
        5. Anything else to exit
        """)

        if user_input == '1':
            self.create_pin()
        elif user_input == '2':
            self.change_pin()
        elif user_input == '3':
            self.check_balance()
        elif user_input == '4':
            self.withdraw()
        else:
            exit()

    def create_pin(self):
        user_pin = input('enter your pin')
        self.pin = user_pin

        user_balance = int(input('enter balance'))
        self.balance = user_balance

        print('pin created successfully')
        self.menu()

    def change_pin():
        old_pin = input('enter old pin')

        if old_pin == self.pin:
            # let him change the pin
            new_pin = input('enter new pin')
            self.pin = new_pin
            print('pin change successful')
            self.menu()
        else:

```

```

        print('nai karne de sakta re baba')
        self.menu()

def check_balance(self):
    user_pin = input('enter your pin')
    if user_pin == self.pin:
        print('your balance is ',self.balance)
    else:
        print('chal nikal yahan se')

def withdraw(self):
    user_pin = input('enter the pin')
    if user_pin == self.pin:
        # allow to withdraw
        amount = int(input('enter the amount'))
        if amount <= self.balance:
            self.balance = self.balance - amount
            print('withdrawl successful.balance is',self.balance)
        else:
            print('abe garib')
    else:
        print('sale chor')
    self.menu()
obj1 = Atm()

```

2211519895776

```

Hi how can I help you?
1. Press 1 to create pin
2. Press 2 to change pin
3. Press 3 to check balance
4. Press 4 to withdraw
5. Anything else to exit
1
enter your pin1234
enter balance3000
pin created successfully

Hi how can I help you?
1. Press 1 to create pin
2. Press 2 to change pin
3. Press 3 to check balance
4. Press 4 to withdraw
5. Anything else to exit
4
enter the pin1234
enter the amount1000
withdrawl successful.balance is 2000

```

```
Hi how can I help you?
1. Press 1 to create pin
2. Press 2 to change pin
3. Press 3 to check balance
4. Press 4 to withdraw
5. Anything else to exit
4
enter the pin1234
enter the amount500
withdrawl successful.balance is 1500
```

```
Hi how can I help you?
1. Press 1 to create pin
2. Press 2 to change pin
3. Press 3 to check balance
4. Press 4 to withdraw
5. Anything else to exit
3
enter your pin1234
your balance is 1500
```

```
obj1 = Atm()
2211519895776
```

```
id(obj1)
2211519860640
```

```
obj2 = Atm()
2211519858288
```

```
id(obj2)
2211519858288
```

```
L = [1,2,3]
len(L) # function ->bcos it is outside the list class
L.append()# method -> bcos it is inside the list class
```

```
-----
-----
TypeError                                Traceback (most recent call
last)
```

```
C:\PROGRA~1\KMSpico\temp\ipykernel_7124\2416090139.py in <module>
      1 L = [1,2,3]
      2 len(L) # function ->bcos it is outside the list class
----> 3 L.append()# method -> bcos it is inside the list class
```

```
TypeError: list.append() takes exactly one argument (0 given)
```

```

class Temp:

    def __init__(self):
        print('hello')

obj = Temp()

hello

3/4*1/2

0.375

class Fraction:

    # parameterized constructor
    def __init__(self,x,y):
        self.num = x
        self.den = y

    def __str__(self):
        return '{}/{ {}'.format(self.num,self.den)

    def __add__(self,other):
        new_num = self.num*other.den + other.num*self.den
        new_den = self.den*other.den

        return '{}/{ {}'.format(new_num,new_den)

    def __sub__(self,other):
        new_num = self.num*other.den - other.num*self.den
        new_den = self.den*other.den

        return '{}/{ {}'.format(new_num,new_den)

    def __mul__(self,other):
        new_num = self.num*other.num
        new_den = self.den*other.den

        return '{}/{ {}'.format(new_num,new_den)

    def __truediv__(self,other):
        new_num = self.num*other.den
        new_den = self.den*other.num

        return '{}/{ {}'.format(new_num,new_den)

    def convert_to_decimal(self):
        return self.num/self.den

```

```
fr1 = Fraction(3,4)
fr2 = Fraction(1,2)

fr1.convert_to_decimal()
# 3/4
```

0.75

```
print(fr1 + fr2)
print(fr1 - fr2)
print(fr1 * fr2)
print(fr1 / fr2)
```

10/8

2/8

3/8

6/4

```
s1={1,2,3}
```

```
s2={3,4,5}
```

```
s1 + s2
```

```
-----
-----
TypeError                                Traceback (most recent call
last)
```

```
C:\PROGRA~1\KMSpico\temp\ipykernel_7124\3046025221.py in <module>
```

```
2 s2={3,4,5}
```

```
3
```

```
----> 4 s1 + s2
```

```
TypeError: unsupported operand type(s) for +: 'set' and 'set'
```

```
print(fr1 - fr2)
```

2/8