

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

```
L.upper()
```

```
-----
AttributeError                                Traceback (most recent call last)
<ipython-input-1-af1f83522ab7> 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)
<ipython-input-2-2cb7c5babec0> 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
```

```
''
```

```
# Pascal Case
```

```
HelloWorld
```

```
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')x`
        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()
```

```
→ 140289660099024
```

```
id(obj1)
```

```
→ 140289660099024
```

```
obj2 = Atm()
```

```
→ 140289660586384
```

```
id(obj2)
```

```
→ 140289660586384
```

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

```
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)
<ipython-input-32-3a417afc75fb> in <module>
 2 s2={3,4,5}
 3
----> 4 s1 + s2

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

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

↵ -----
TypeError Traceback (most recent call last)
<ipython-input-39-929bcd8b32dc> in <module>
----> 1 print(fr1 - fr2)

TypeError: unsupported operand type(s) for -: 'Fraction' and 'Fraction'

Start coding or [generate](#) with AI.