

Python Programming - 2301CS404

Lab - 13

Charmi Bhalodiya

23010101020

4B 448 8th batch

OOP

01) Write a Program to create a class by name Students, and initialize attributes like name, age, and grade while creating an object.

```
In [1]: class Students:
    def __init__(self, name, age, grade):
        self.name = name
        self.age = age
        self.grade = grade

student1 = Students("charmi", 15, "10th Grade")
student2 = Students("mahek", 14, "9th Grade")

print("Student 1:", student1.name, student1.age, student1.grade)
print("Student 2:", student2.name, student2.age, student2.grade)

Student 1: charmi 15 10th Grade
Student 2: mahek 14 9th Grade
```

02) Create a class named Bank_Account with Account_No, User_Name, Email,Account_Type and Account_Balance data members. Also create a method GetAccountDetails() and DisplayAccountDetails(). Create main method to demonstrate the Bank Account class.

```
In [2]: class Bank_Account:
            def __init__(self, account_no, user_name, email, account_type, account_balance):
                self.account_no = account_no
                self.user name = user name
                self.email = email
                self.account_type = account_type
                self.account balance = account balance
            def GetAccountDetails(self):
                self.account no = input("Enter Account Number: ")
                self.user_name = input("Enter User Name: ")
                self.email = input("Enter Email: ")
                self.account_type = input("Enter Account Type: ")
                self.account_balance = float(input("Enter Account Balance: "))
            def DisplayAccountDetails(self):
                print("\nAccount Details:")
                print("Account Number:", self.account no)
                print("User Name:", self.user name)
                print("Email:", self.email)
                print("Account Type:", self.account_type)
                print("Account Balance:", self.account balance)
```

```
account = Bank_Account("", "", "", "", 0)
account.GetAccountDetails()
account.DisplayAccountDetails()

Account Details:
Account Number: 23010101020
User Name: charmi
Email: charmi@gmail.com
Account Type: savings
Account Balance: 230000.0
```

03) WAP to create Circle class with area and perimeter function to find area and perimeter of circle.

```
In [3]: import math

class Circle:
    def __init__(self, radius):
        self.radius = radius

def area(self):
        return math.pi * self.radius ** 2

    def perimeter(self):
        return 2 * math.pi * self.radius

radius = float(input("Enter the radius of the circle: "))
    circle = Circle(radius)

print("Area of Circle:", circle.area())
print("Perimeter of Circle:", circle.perimeter())

Area of Circle: 1661.9025137490005
```

04) Create a class for employees that includes attributes such as name, age, salary, and methods to update and display employee information.

Perimeter of Circle: 144.51326206513048

Age: 32 Salary: 55000

```
In [4]: class Employee:
             def __init__(self, name, age, salary):
                 self.name = name
                 self.age = age
                 self.salary = salary
             def update_info(self, name=None, age=None, salary=None):
                 if name:
                     self.name = name
                 if age:
                     self.age = age
                 if salary:
                     self.salary = salary
             def display_info(self):
                 print("\nEmployee Details:")
                 print("Name:", self.name)
print("Age:", self.age)
                 print("Salary:", self.salary)
        emp = Employee("John Doe", 30, 50000)
        emp.display_info()
        emp.update info(age=32, salary=55000)
        emp.display_info()
       Employee Details:
       Name: John Doe
       Age: 30
       Salary: 50000
       Employee Details:
       Name: John Doe
```

05) Create a bank account class with methods to deposit, withdraw, and check balance.

```
In [5]: class BankAccount:
    def __init__(self, name, balance=0):
        self.name = name
        self.balance = balance
```

```
def deposit(self, amount):
         if amount > 0:
             self.balance += amount
             print(f"{amount} deposited successfully. New balance: {self.balance}")
         else:
             print("Invalid deposit amount.")
     def withdraw(self, amount):
         if 0 < amount <= self.balance:</pre>
             self.balance -= amount
             print(f"{amount} withdrawn successfully. New balance: {self.balance}")
         else:
             print("Insufficient balance or invalid amount.")
     def check balance(self):
         print(f"Account holder: {self.name}, Current balance: {self.balance}")
 account = BankAccount("Charmi", 1000)
 account.check_balance()
 account.deposit(500)
 account.withdraw(300)
 account.check_balance()
Account holder: Charmi, Current balance: 1000
500 deposited successfully. New balance: 1500
300 withdrawn successfully. New balance: 1200
Account holder: Charmi, Current balance: 1200
```

06) Create a class for managing inventory that includes attributes such as item name, price, quantity, and methods to add, remove, and update items.

```
In [6]: class Inventory:
            def init (self):
                 self.items = {}
            def add_item(self, name, price, quantity):
                if name in self.items:
                     self.items[name]['quantity'] += quantity
                 else:
                     self.items[name] = {'price': price, 'quantity': quantity}
                 print(f"{quantity} units of {name} added successfully.")
            def remove_item(self, name, quantity):
                 if name in self.items and self.items[name]['quantity'] >= quantity:
                     self.items[name]['quantity'] -= quantity
                     if self.items[name]['quantity'] == 0:
                         del self.items[name]
                    print(f"{quantity} units of {name} removed successfully.")
                 else:
                     print("Item not found or insufficient quantity.")
            def update item(self, name, price=None, quantity=None):
                 if name in self.items:
                    if price is not None:
                        self.items[name]['price'] = price
                     if quantity is not None:
                         self.items[name]['quantity'] = quantity
                     print(f"{name} updated successfully.")
                 else:
                    print("Item not found.")
            def display_inventory(self):
                 if self.items:
                     print("\nInventory Details:")
                     for name, details in self.items.items():
                         print(f"Item: {name}, Price: {details['price']}, Quantity: {details['quantity']}")
                     print("Inventory is empty.")
        inventory = Inventory()
        inventory.add_item("Laptop", 50000, 10)
inventory.add_item("Mouse", 500, 50)
        inventory.display inventory()
        inventory.remove_item("Mouse", 10)
        inventory.update_item("Laptop", price=48000)
        inventory.display_inventory()
```

```
10 units of Laptop added successfully.
50 units of Mouse added successfully.

Inventory Details:
Item: Laptop, Price: 50000, Quantity: 10
Item: Mouse, Price: 500, Quantity: 50
10 units of Mouse removed successfully.
Laptop updated successfully.

Inventory Details:
Item: Laptop, Price: 48000, Quantity: 10
Item: Mouse, Price: 500, Quantity: 40
```

07) Create a Class with instance attributes of your choice.

```
In [7]: class Car:
    def __init__(self, brand, model, year, price):
        self.brand = brand
        self.model = model
        self.year = year
        self.price = price

    def display_details(self):
        print(f"Car Details: {self.year} {self.brand} {self.model}, Price: {self.price}")

car1 = Car("Toyota", "Corolla", 2022, 20000)
    car2 = Car("Honda", "Civic", 2023, 25000)

car1.display_details()
    car2.display_details()
Car Details: 2022 Toyota Corolla, Price: 20000
Car Details: 2023 Honda Civic, Price: 25000
```

08) Create one class student kit

Within the student kit class create one class attribute principal name (Mr ABC)

Create one attendance method and take input as number of days.

While creating student take input their name.

Create one certificate for each student by taking input of number of days present in class.

```
In [9]: class StudentKit:
            principal_name = "Mrs.Sanghani"
            def _ init (self, student name):
                self.student_name = student_name
            def attendance(self):
                self.days present = int(input(f"Enter number of days {self.student name} was present: "))
            def generate certificate(self):
                print("\n--- Attendance Certificate ---")
                print(f"Principal: {StudentKit.principal_name}")
                print(f"Student Name: {self.student_name}")
                print(f"Days Present: {self.days_present}")
                print("Congratulations on your attendance!\n")
        student name = input("Enter student name: ")
        student = StudentKit(student_name)
        student.attendance()
        student.generate_certificate()
       --- Attendance Certificate ---
       Principal: Mrs.Sanghani
       Student Name: charmi
       Days Present: 20
       Congratulations on your attendance!
```

09) Define Time class with hour and minute as data member. Also define addition method to add two time objects.

```
In [10]:
    class Time:
        def __init__(self, hour, minute):
            self.hour = hour
            self.minute = minute

    def add_time(self, other):
```

```
total_minutes = self.minute + other.minute
    extra_hours = total_minutes // 60
    new_hour = self.hour + other.hour + extra_hours
    new_minute = total_minutes % 60
    return Time(new_hour, new_minute)

def display(self):
    print(f"{self.hour} hours {self.minute} minutes")

time1 = Time(2, 50)
time2 = Time(1, 30)

result = time1.add_time(time2)
result.display()

4 hours 20 minutes
```

. . .

In []:

Loading [MathJax]/jax/output/CommonHTML/fonts/TeX/fontdata.js