

7OOP1

```
main.py  [Icons] Run Output Clear

1- class Car:
2-     def __init__(self, color: str, price: float
    , size: str):
3-         self.__color = color
4-         self.__price = price
5-         self.__size = size.upper()
6-
7-     def get_color(self):
8-         return self.__color
9-
10-    def get_price(self):
11-        return self.__price
12-
13-    def get_size(self):
14-        return self.__size
15-
16-    def set_color(self, color: str):
17-        self.__color = color
18-
19-    def set_price(self, price: float):
20-        self.__price = price
21-
22-    def set_size(self, size: str):
23-        self.__size = size.upper()
24-
25-    def __str__(self):
26-        s = {'S': 'small', 'M': 'medium', 'L':
            'large'}
27-        return f"Car ({self.__color}) - P{self
            .__price:.2f} - {s.get(self.__size
            )}"
28-
29-
30- def main():
31-     car1 = Car("red", 19999.85, "m")
32-     print("Action: Invoking the Car class
        constructor using Car('red', 19999.85,
        'M').")
33-     print("Output:")
34-     print(car1, "\n")
35-
36-     car2 = Car("blue", 50000.00, "l")
37-     print("Action: Invoking the Car class
        constructor using Car('blue', 50000.00,
        'L').")
38-     print("Output:")
39-     print(car2, "\n")
40-
41-     car3 = Car("green", 12345.67, "s")
42-     print("Action: Invoking the Car class
        constructor using Car('green', 12345.67
        , 'S').")
43-     print("Output:")
44-     print(car3)
45-
46-
47- if __name__ == "__main__":
48-     main()
```

Action: Invoking the Car class constructor using Car ('red', 19999.85, 'M').
Output:
Car (red) - P19999.85 - medium

Action: Invoking the Car class constructor using Car ('blue', 50000.00, 'L').
Output:
Car (blue) - P50000.00 - large

Action: Invoking the Car class constructor using Car ('green', 12345.67, 'S').
Output:
Car (green) - P12345.67 - small
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=== Code Execution Successful ===