

OBJECTIVES

- 1) What is the primary purpose of classes and objects in Python? (A)
- * The primary purpose of classes and objects in Python is to organise code into reusable code.
- 2) Which keyword is used to implement inheritance in Python?
- B: Inherit
- 3) Which of the following statements about a variable scope in Python is true?
- A and D.
- The Answer to question 3 would be A and D.
- 4) What is the Purpose of formatting strings in Python?
- C: To replace placeholders with Variable Values
- 5) What is the main purpose of using the try-except in Python?
- C: They handle errors and Exceptions gracefully.

Success - has a simple formula: do your best, and people may like it.

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Code Questions

Write a python class named 'Rectangle' with attributes 'length' and 'width' and a method 'area()' and return the area of the rectangle.

Python Code:

Class Rectangle:

This class represents a rectangle with attributes length and width.

def __init__(self, length, width):

Initialize a rectangle object with the given length and width.

self.length = length

self.width = width

def area(self)

Calculate and returns the area of the rectangle

Returns the area of the rectangle (length * width)

return self.length * self.width

Example usage

my-rectangle = Rectangle(5, 3)

area = my-rectangle.area()

print(f"The area of the rectangle is : {area}")

7) Define a class 'square' that inherits from the 'Rectangle' class. Define a method 'get_perimeter()' to calculate the perimeter of the square.

Class Python Code

~~class~~ Rectangle:

This class represents a rectangle with attributes length and width.

~~def~~ __init__(self, length, width):

initializes a given rectangle object with the given length and width

self.length = length

self.width = width

~~def~~ area(self):

Calculates and returns the area.

Returns the area of the rectangle ($L \times W$)

return self.length * self.width

class square(Rectangle)

This class represents a square which is a special type of rectangle with equal sides.

~~def~~ __init__(self, side_length)

Initializes a square object with a given side length

side_length \rightarrow The length of side of square

super().__init__(side_length, side_length)

Calls the parent constructor with same side length for both length and width


```
def perimeter(self):
    # Calculates and returns the perimeter of the
    # square (4 * side-length)
    return 4 * self.length # since length and width are
    the same for square.
```

Getting user input for the square.

```
while True:
```

```
    try:
```

```
        side-length = float(input("Enter the side length of
        the square: "))
```

```
        if side-length > 0:
```

```
            break
```

```
        else:
```

```
            print("The side length must be a positive number.")
```

```
        except ValueError:
```

```
            print("Invalid input: Please enter a number only.")
```

```
# Create a square object.
```

```
my_square = Square(side-length)
```

```
# Calculate and print the square's area and the perimeter.
```

```
area = my_square.area()
```

```
perimeter = my_square.perimeter()
```

```
print(f"The area of the square is : {area}")
```

```
print(f"The perimeter of the square is : {perimeter}")
```

8 Write a Python function `calculateAge()`, that takes the year of birth as an input and returns the age. Handle any potential errors using the `try except` block.

```
def calculateAge(birth_year):  
    # Calculates and returns the age based on the  
    # given birth year.  
    # Returns the current age of the person [Current Year - Birth Year]  
    # Raises:  
    ValueError → If the entered value is not a  
    valid integer
```

`try:`

```
# Get current year  
current_year = date.today().year  
age = current_year - birth_year
```

`if age < 0:`

```
    raise ValueError("Invalid birth year")  
    return age
```

```
except ValueError as e:  
    print(f"Error: {e}")  
    return None
```

`# Get the user input:`

`while True:`

`try:`

```
    birth_year = int(input("Enter year of birth: "))
```

`break`

`except ValueError:`

```
    print("Invalid input. Please enter an integer year.")
```

Calculate and display age.

age = calculateAge (birth-year)

If age is not None:

print (f"Your age is : {age}")

⑨ Write a Python Program that prompts the user to Enter their name and age then prints a greeting message along with their age.

```
def get_positive_integer(prompt):  
    # Prompt the user for a positive integer and validate  
    the input.  
    # Returns a positive integer returned by the user
```

while True:

```
    try:  
        Value = int(input(prompt))
```

```
        if Value > 0:
```

```
            return Value
```

```
        else:
```

```
            print("Please Enter a positive integer.")
```

```
    except ValueError:
```

```
        print("Invalid input. please enter a number only.")
```

```
# Getting user input
```

```
name = input("Enter your name:")
```

```
# Get user age (positive integer)
```

```
age = get_positive_integer("Enter your age")
```

```
print(f"Hello {name}, nice to meet someone who  
is {age} years old!")
```


(10) Define a Function 'divideNumber()', that takes two numbers as user input and returns the result of dividing the first number by the second number. Handle the ZeroDivisionError using the try-except block.

```
def divideNumber(num1, num2):  
    # This function divides two numbers and  
    handles the ZeroDivisionError.
```

Returns

- The result of dividing num1 by num2, or a message if there is a ZeroDivisionError.

```
    try:  
        return num1 / num2.
```

```
    except ZeroDivisionError:
```

```
        return "Sorry, you can't divide by zero."
```

Example usage

```
while True:
```

```
    try:
```

```
        num1 = float(input("Enter the first number: "))
```

```
        num2 = float(input("Enter the second number: "))
```

```
    except:
```

```
        print("Please enter valid numbers.")
```

```
    result = divideNumber(num1, num2)
```

```
    print(result)
```