

OBJECT ORIENTED PROGRAMMING EXERCISE

OOP Exercise 1: Create a Vehicle class with max_speed and mileage As Data Members

CODE:

```
class vehicle:
    def __init__(self,max_speed,mileage):
        x=max_speed
        y=mileage
print(type(vehicle))
```

output: <class 'type'>

OOP Exercise 2: Create a Vehicle class without any variables and method.

CODE:

```
class vehicle:
    pass
print(type(vehicle))
```

OUTPUT:

<class 'type'>

OOP Exercise 3: Create a child class Bus that will inherit all of the variables and methods of the Vehicle class

Given:

```
class Vehicle:

    def __init__(self, name, max_speed, mileage):
        self.name = name
        self.max_speed = max_speed
        self.mileage = mileage
```

CODE:

```
class vehicle:
    def __init__(self,max_speed,mileage):
        self.max_speed=max_speed
        self.mileage=mileage
    def displayfunc(self):
        print("The max. speed of vehicle is: ",self.max_speed)
        print("The mileage of vehicle is: ",self.mileage)
```

```
class Bus(vehicle):
    def __init__(self,max_speed,mileage):
        super().__init__(max_speed,mileage)
volvo=Bus(130,20)
print(volvo.displayfunc())
```

OUTPUT:

```
The max. speed of vehicle is: 130
The mileage of vehicle is: 20
None
```

OOP Exercise 4: Define property that should have the same value for every class instance

Define a **class** attribute "**color**" with a default value **white**. I.e., Every Vehicle should be white.

Use the following code for this exercise.

CODE:

```
class Vehicle:
    color = "White"
    def __init__(self, name, max_speed, mileage):
        self.name = name
        self.max_speed = max_speed
        self.mileage = mileage

class Bus(Vehicle):
    pass

School_bus = Bus("School Volvo", 12, 50)
print("the color of vehicle is: ",School_bus.color,",","bus name is : ", School_bus.name,",", "Speed:", School_bus.max_speed,",", "Mileage:", School_bus.mileage)
```

OUTPUT:

```
the color of vehicle is: White , bus name is: School Volvo ,
Speed: 12 , Mileage: 50
```

OOP Exercise 5: Class Inheritance

Given:

Create a **Bus** child class that inherits from the Vehicle class. The default fare charge of any vehicle is **seating capacity * 100**. If Vehicle is **Bus** instance, we need to add an extra 10% on full fare as a maintenance charge. So total fare for bus instance will become the **final amount = total fare + 10% of the total fare**.

Note: The bus seating capacity is **50**. so the final fare amount should be **5500**. You need to override the **fare()** method of a Vehicle class in Bus class.

Use the following code for your parent Vehicle class. We need to access the parent class from inside a method of a child class.

```

class Vehicle:
    def __init__(self, name, mileage, capacity):
        self.name = name
        self.mileage = mileage
        self.capacity = capacity

    def fare(self):
        return self.capacity * 100

class Bus(Vehicle):
    pass

School_bus = Bus("School Volvo", 12, 50)
print("Total Bus fare is:", School_bus.fare())

```

CODE:

```

class Vehicle:
    def __init__(self, name, mileage, capacity):
        self.name = name
        self.mileage = mileage
        self.capacity = capacity
    def fare(self):
        return self.capacity * 100

class Bus(Vehicle):
    pass
    def fare(self):
        a = super().fare()
        a += a * 10 / 100
        return a

School_bus = Bus("School Volvo", 12, 50)
print("Total Bus fare is:", School_bus.fare(), "Rs.")

```

OUTPUT:

Total Bus fare is: 5500.0 Rs.

OOP Exercise 6: Determine which class a given Bus object belongs to (Check type of an object)

```

class Vehicle:
    def __init__(self, name, mileage, capacity):
        self.name = name
        self.mileage = mileage
        self.capacity = capacity

class Bus(Vehicle):
    pass

School_bus = Bus("School Volvo", 12, 50)

```

CODE:

```
class Vehicle:
    def __init__(self, name, mileage, capacity):
        self.name = name
        self.mileage = mileage
        self.capacity = capacity

class Bus(Vehicle):
    pass

School_bus = Bus("School Volvo", 12, 50)
print(type(School_bus))
```

OUTPUT:

```
<class '__main__.Bus'>
```

