# Lab: Encapsulation

Problems for in-class lab for the Python OOP Course @SoftUni. Submit your solutions in the SoftUni judge system at https://judge.softuni.org/Contests/1938.

#### 1. Person

Create a class called **Person**. Upon initialization, it should receive a **name** and an **age**. Name mangle **the name** and the age attributes (should not be accessed outside the class). Create two instance methods called get name and **get\_age** to return the values of the private attributes.

### **Examples**

Test Code	Output
<pre>person = Person("George", 32) print(person.get_name()) print(person.get_age())</pre>	George 32

#### 2. Mammal

Create a class called Mamma1. Upon initialization, it should receive a name, a type, and a sound. Create a class attribute called kingdom which should not be accessed outside the class and set it to be "animals". Create three more instance methods:

- make sound() returns a string in the format "{name} makes {sound}"
- get\_kingdom() returns the private kingdom attribute
- info() returns a string in the format "{name} is of type {type}"

## **Examples**

Test Code	Output
<pre>mammal = Mammal("Dog", "Domestic", "Bark") print(mammal.make_sound()) print(mammal.get_kingdom()) print(mammal.info())</pre>	Dog makes Bark animals Dog is of type Domestic

## 3. Profile

Create a class called **Profile**. Upon initialization, it should receive:

- username: str the username should be between 5 and 15 characters (inclusive). If it is not, raise a ValueError with the message "The username must be between 5 and 15 characters."
- password: str the password must be at least 8 characters long; it must contain at least one upper case letter and at least one digit. If it does not, raise a ValueError with the message "The password must be 8 or more characters with at least 1 digit and 1 uppercase letter."

Hint: Use **Getters** and **Setters** to name-mangle them.

Override the \_\_str\_\_() method of the base class, so it returns: "You have a profile with username: "{username}" and password: {"\*" with the length of password}".













#### **Examples**

Test Code	Output
<pre>profile_with_invalid_password = Profile('My_username', 'My-password')</pre>	ValueError: The password must be 8 or more characters with at least 1 digit and 1 uppercase letter.
<pre>profile_with_invalid_username = Profile('Too_long_username', 'Any')</pre>	ValueError: The username must be between 5 and 15 characters.
<pre>correct_profile = Profile("Username",     "Passw0rd") print(correct_profile)</pre>	You have a profile with username: "Username" and password: ******

#### 4. Email Validator

Create a class called **EmailValidator**. Upon initialization it should receive:

- min\_length (of the username; example: in "peter@gmail.com" "peter" is the username)
- mails (list of the valid mails; example: "gmail", "abv")
- domains (list of valid domains; example: "com", "net")

Create three methods that should not be accessed outside the class:

- is\_name\_valid(name) returns whether the name is greater than or equal to the min\_length (True/False)
- is\_mail\_valid(mail) returns whether the mail is in the possible mails list (True/False)
- is\_domain\_valid(domain) returns whether the domain is in the possible domains list (True/False)

Create one public method:

• validate(email) - using the three methods returns whether the email is valid (True/False)

## **Examples**

Test Code	Output
<pre>mails = ["gmail", "softuni"] domains = ["com", "bg"] email_validator = EmailValidator(6, mails, domains) print(email_validator.validate("pe77er@gmail.com")) print(email_validator.validate("georgios@gmail.net")) print(email_validator.validate("stamatito@abv.net")) print(email_validator.validate("abv@softuni.bg"))</pre>	True False False False

#### 5. Account

Create a class called Account. Upon initialization, it should receive an id, a balance, and a pin (all numbers). The pin and the id should be private instance attributes, and the balance should be a public attribute. Create two public instance methods:

- get\_id(pin) if the given pin is correct, return the id, otherwise, return "Wrong pin"
- change\_pin(old\_pin, new\_pin) if the old pin is correct, change it to the new one and return "Pin changed", otherwise return "Wrong pin"













## **Examples**

Test Code	Output
<pre>account = Account(8827312, 100, 3421) print(account.get_id(1111)) print(account.get_id(3421)) print(account.balance) print(account.change_pin(2212, 4321)) print(account.change_pin(3421, 1234))</pre>	Wrong pin 8827312 100 Wrong pin Pin changed















