

Exercise: Classes and Objects

Problems for exercise and homework for the [Python OOP Course @SoftUni](#).

Submit your solutions in the SoftUni judge system at <https://judge.softuni.org/Contests/1937>.

1. Vet

Create a class called **Vet**. Upon initialization, it should receive a **name** (string). It should also have an **instance attribute** called **animals** (empty list by default). There should also be **2 class attributes**: **animals** (empty list) which will store the total amount of **animals for all vets**; and **space** (5 by default). You should create **3 additional instance methods**:

- **register_animal(animal_name)**
 - o If there is **space** in the vet clinic, adds the animal to **both animals' lists** and returns a message: **"{name} registered in the clinic"**
 - o Otherwise, returns **"Not enough space"**
- **unregister_animal(animal_name)**
 - o If the animal is **in the clinic**, removes it from **both animals' lists** and returns **"{animal} unregistered successfully"**
 - o Otherwise, returns **"{animal} not in the clinic"**
- **info()**
 - o Returns info about the vet, the number of animals in his list and the free space in the clinic: **"{vet_name} has {number_animals} animals. {space_left_in_clinic} space left in clinic"**

Examples

Test Code	Output
<pre>peter = Vet("Peter") george = Vet("George") print(peter.register_animal("Tom")) print(george.register_animal("Cory")) print(peter.register_animal("Fishy")) print(peter.register_animal("Bobby")) print(george.register_animal("Kay")) print(george.unregister_animal("Cory")) print(peter.register_animal("Silky")) print(peter.unregister_animal("Molly")) print(peter.unregister_animal("Tom")) print(peter.info()) print(george.info())</pre>	<pre>Tom registered in the clinic Cory registered in the clinic Fishy registered in the clinic Bobby registered in the clinic Kay registered in the clinic Cory unregistered successfully Silky registered in the clinic Molly not in the clinic Tom unregistered successfully Peter has 3 animals. 1 space left in clinic George has 1 animals. 1 space left in clinic</pre>

2. Time

Create a class called **Time**. Upon initialization, it should receive **hours**, **minutes**, and **seconds** (integers). The class should also have **class attributes** **max_hours** equal to **23**, **max_minutes** equal to **59**, and **max_seconds** equal to **59**. You should also create **3 additional instance methods**:

- **set_time(hours, minutes, seconds)** - updates the time with the new values
- **get_time()** - returns **"{hh}:{mm}:{ss}"**
- **next_second()** - updates the time with one second (use the **class attributes** for validation) and returns the new time (use the **get_time()** method)

Examples

Test Code	Output
<pre>time = Time(9, 30, 59) print(time.next_second())</pre>	09:31:00
<pre>time = Time(10, 59, 59) print(time.next_second())</pre>	11:00:00
<pre>time = Time(23, 59, 59) print(time.next_second())</pre>	00:00:00

3. Account

Create a class called **Account**. Upon initialization, it should receive an **id** (number), a **name** (string), and a **balance** (integer; **optional**; **0** by default). The class should also have **3 additional instance methods**:

- **credit(amount)** - **adds** the **amount** to the balance and **returns** the **new balance**
- **debit(amount)** - if the amount is **less** than or **equal** to the balance, **reduces** the balance by the amount and **returns** the new balance. Otherwise, return **"Amount exceeded balance"**
- **info()** - returns **"User {name} with account {id} has {balance} balance"**

Examples

Test Code	Output
<pre>account = Account(1234, "George", 1000) print(account.credit(500)) print(account.debit(1500)) print(account.info())</pre>	1500 0 User George with account 1234 has 0 balance
<pre>account = Account(5411256, "Peter") print(account.debit(500)) print(account.credit(1000)) print(account.debit(500)) print(account.info())</pre>	Amount exceeded balance 1000 500 User Peter with account 5411256 has 500 balance

4. Pizza Delivery

Create a class called **PizzaDelivery**. Upon initialization, it should receive a **name** (string), a **price** (float), and **ingredients** (dictionary). The class should also have an instance attribute **ordered** set to **False** by default. You should also create **3 additional instance methods**:

- **add_extra(ingredient: str, quantity: int, price_per_quantity: float):**
 - o If we already **have this ingredient** in our pizza, **increase the ingredient quantity** with the given one and **update the pizza price** by adding the ingredient price for the given quantity
 - o If we **do not have this ingredient** in our pizza, we should **add it** and **update the pizza price**
- **remove_ingredient(ingredient: str, quantity: int, price_per_quantity: float):**
 - o If we **do not have this ingredient** in our pizza, we should **return** the following message **"Wrong ingredient selected! We do not use {ingredient} in {pizza_name}!"**
 - o If we **have the ingredient**, but we try to remove **more than we have available**, we should **return** the following message **"Please check again the desired quantity of {ingredient}!"**
 - o Otherwise, **remove** the given quantity of the ingredient and update the pizza price by removing the ingredient price for the given quantity

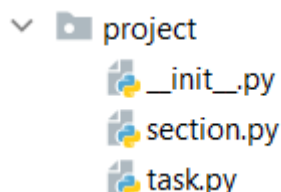
- `make_order()`
 - o Set the attribute **ordered** to **True** and **return** the following message **"You've ordered pizza {pizza_name} prepared with {ingredient: quantity} and the price will be {price}lv."**. The ingredients should be separated by a comma and a space ", "
 - o Keep in mind that once the pizza is ordered, no further changes are allowed. We should return the following message if the customer tries to change it: **"Pizza {name} already prepared, and we can't make any changes!"**

Examples

Test Code
<pre>margarita = PizzaDelivery('Margarita', 11, {'cheese': 2, 'tomatoes': 1}) margarita.add_extra('mozzarella', 1, 0.5) margarita.add_extra('cheese', 1, 1) margarita.remove_ingredient('cheese', 1, 1) print(margarita.remove_ingredient('bacon', 1, 2.5)) print(margarita.remove_ingredient('tomatoes', 2, 0.5)) margarita.remove_ingredient('cheese', 2, 1) print(margarita.make_order()) print(margarita.add_extra('cheese', 1, 1))</pre>
Output
<pre>Wrong ingredient selected! We do not use bacon in Margarita! Please check again the desired quantity of tomatoes! You've ordered pizza Margarita prepared with cheese: 0, tomatoes: 1, mozzarella: 1 and the price will be 9.5lv. Pizza Margarita already prepared, and we can't make any changes!</pre>

5. To-do List

In this exercise, we are going to create a whole project step-by-step, starting with the project structure:



Create separate files for each class, as shown above. You are tasked to create **two classes**: a **Task** class and a **Section** class.

The **Task** class should receive a **name** (string) and a **due_date** (str) upon initialization. A task also has **two attributes**: **comments** (empty list) and **completed** set to **False** by default.

The **Task** class should also have **five additional methods**:

- `change_name(new_name: str)`
 - o Changes **the name of the task** and returns **the new name**.
 - o If the new name **is the same as the current name**, returns **"Name cannot be the same."**
- `change_due_date(new_date: str)`
 - o Changes **the due date of the task** and returns **the new date**.
 - o If the new **date is the same as the current date**, returns **"Date cannot be the same."**
- `add_comment(comment: str)`
 - o Adds a comment to the task.

- `edit_comment(comment_number: int, new_comment: str)`
 - o The **comment number** value represents the **index** of the comment we want to edit. The method should **change the comment** and **return all the comments**, separated **by comma and space** (", ")
 - o If the comment number is **out of range**, returns **"Cannot find comment."**
- `details()`
 - o Returns the task's details in this format:
"Name: {task_name} - Due Date: {due_date}"

The **Section** class should receive a **name** (string) upon initialization. The task also has **one instance attribute**: **tasks** (empty list)

The Section class should also have **four methods**:

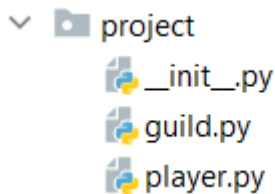
- `add_task(new_task: Task)`
 - o Adds a **new task** to the collection and returns **"Task {task details} is added to the section"**
 - o If the task is **already in the collection**, returns **"Task is already in the section {section_name}"**
- `complete_task(task_name: str)`
 - o Changes the task to completed (**True**) and returns **"Completed task {task_name}"**
 - o If the task is not found, returns **"Could not find task with the name {task_name}"**
- `clean_section()`
 - o Removes all the **completed tasks** and returns **"Cleared {amount of removed tasks} tasks."**
- `view_section()`
 - o Returns information about the section and its tasks in this format:
"Section {section_name}:
{details of the first task}
{details of the second task}
...
{details of the n task}"

Examples

Test Code	Output
<pre>task = Task("Make bed", "27/05/2020") print(task.change_name("Go to University")) print(task.change_due_date("28.05.2020")) task.add_comment("Don't forget laptop") print(task.edit_comment(0, "Don't forget laptop and notebook")) print(task.details()) section = Section("Daily tasks") print(section.add_task(task)) second_task = Task("Make bed", "27/05/2020") section.add_task(second_task) print(section.clean_section()) print(section.view_section())</pre>	<pre>Go to University 28.05.2020 Don't forget laptop and notebook Name: Go to University - Due Date: 28.05.2020 Task Name: Go to University - Due Date: 28.05.2020 is added to the section Cleared 0 tasks. Section Daily tasks: Name: Go to University - Due Date: 28.05.2020 Name: Make bed - Due Date: 27/05/2020</pre>

6. Guild System

You are tasked to create **two classes**: a **Player** class and a **Guild** class.



The **Player** class should receive a **name** (string), a **hp** (int), and a **mp** (int) upon initialization. The **Player** also has 2 instance attributes: **skills** (empty dictionary that will contain the skills of each player and its mana cost) and a **guild** set to "Unaffiliated" by default.

The Player class should also have **two additional methods**:

- **add_skill(skill_name, mana_cost)**
 - o Adds the skill and the corresponding mana cost to the dictionary of skills. Returns "Skill {skill_name} added to the collection of the player {player_name}"
 - o If the skill is already in the collection, returns "Skill already added"
- **player_info()**
 - o Returns the player's information, including their skills, in this format:
"Name: {player_name}
Guild: {guild_name}
HP: {hp}
MP: {mp}
==={skill_name_1} - {skill_mana_cost}
==={skill_name_2} - {skill_mana_cost}
...
==={skill_name_N} - {skill_mana_cost}"

The **Guild** class receives a **name** (string). The **Guild** should also have one instance attribute **players** (an empty list which will contain the players of the guild). The class also has **3 additional methods**:

- **assign_player(player: Player)**
 - o Adds the player to the guild and returns "Welcome player {player_name} to the guild {guild_name}". Remember to change the player's guild in the player class.
 - o If he is already in the guild, returns "Player {player_name} is already in the guild."
 - o If the player is in another guild, returns "Player {player_name} is in another guild."
- **kick_player(player_name: str)**
 - o Removes the player from the guild and returns "Player {player_name} has been removed from the guild.". Remember to change the player's guild in the player class to "Unaffiliated".
 - o If there is no such player in the guild, returns "Player {player_name} is not in the guild."
- **guild_info()**
 - o Returns the guild's information, including the players in the guild, in the format:
"Guild: {guild_name}
{first_player's info}
...
{Nplayer's info}"

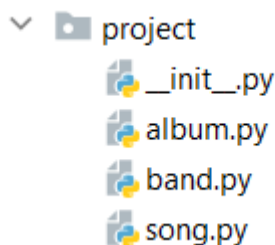
Examples

Test Code	Output
-----------	--------

<pre> player = Player("George", 50, 100) print(player.add_skill("Shield Break", 20)) print(player.player_info()) guild = Guild("UGT") print(guild.assign_player(player)) print(guild.guild_info()) </pre>	<pre> Skill Shield Break added to the collection of the player George Name: George Guild: Unaffiliated HP: 50 MP: 100 ===Shield Break - 20 Welcome player George to the guild UGT Guild: UGT Name: George Guild: UGT HP: 50 MP: 100 ===Shield Break - 20 </pre>
---	--

7. Spoopify

You are tasked to create **three classes**: a **Song** class, an **Album** class, and a **Band** class.



The **Song** class should receive a **name** (string), a **length** (float), and a **single** (bool) upon initialization. It has **one** method:

- **get_info()**
 - o Returns the information of the song in this format: "{song_name} - {song_length}"

The **Album** class should receive a **name** (string) upon initialization and might receive **one or more songs**. It also has **instance attributes**: **published** (**False** by default) and **songs** (an **empty list**). It has **four** methods:

- **add_song(song: Song)**
 - o Adds the **song to the album** and returns "Song {song_name} has been added to the album {name}."
 - o If the song is **single**, returns "Cannot add {song_name}. It's a single"
 - o If the album is **published**, returns "Cannot add songs. Album is published."
 - o If the song is **already added**, return "Song is already in the album."
- **remove_song(song_name: str)**
 - o Removes the song with the given name and returns "Removed song {song_name} from album {album_name}."
 - o If the song is not in the album, returns "Song is not in the album."
 - o If the album is published, returns "Cannot remove songs. Album is published."
- **publish()**
 - o Publishes the album (set to **True**) and returns "Album {name} has been published."
 - o If the album is published, returns "Album {name} is already published."

- **details()**
 - Returns the information of the album, with the songs in it, in the format:

```
"Album {name}
== {first_song_info}
== {second_song_info}
...
== {n_song_info}"
```

The **Band** class should receive a **name** (string) upon initialization. It also has an **attribute albums** (an **empty list**).

The class has **three** methods:

- **add_album(album: Album)**
 - Adds an **album to the collection** and returns **"Band {band_name} has added their newest album {album_name}."**
 - If the album is **already added**, returns **"Band {band_name} already has {album_name} in their library."**
- **remove_album(album_name: str)**
 - Removes the album from the collection and returns **"Album {name} has been removed."**
 - If the album is **published**, returns **"Album has been published. It cannot be removed."**
 - If the album is **not in the collection**, returns **"Album {name} is not found."**
- **details()**
 - Returns the information of the band, with their albums, in this format:

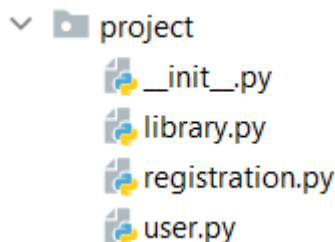
```
"Band {name}
{album details}
...
{album details}"
```

Examples

Test Code	Output
<pre>song = Song("Running in the 90s", 3.45, False) print(song.get_info()) album = Album("Initial D", song) second_song = Song("Around the World", 2.34, False) print(album.add_song(second_song)) print(album.details()) print(album.publish()) band = Band("Manuel") print(band.add_album(album)) print(band.remove_album("Initial D")) print(band.details())</pre>	<pre>Running in the 90s - 3.45 Song Around the World has been added to the album Initial D. Album Initial D == Running in the 90s - 3.45 == Around the World - 2.34 Album Initial D has been published. Band Manuel has added their newest album Initial D. Album has been published. It cannot be removed. Band Manuel Album Initial D == Running in the 90s - 3.45 == Around the World - 2.34</pre>

8. Library*

Create a class called **Library**, where the information regarding the users and books rented/available will be stored. Create another one called **User**, where the information for each of the library users will be stored, and **Registration** class, where user information will be administrated (created/edited/deleted) and stored in the **Library** records.



Class User

In the **user.py** file, create class **User**. Upon initialization, it should receive **user_id** (int) and **username** (string). The class should also have an instance attribute **books** that is an empty list. You should also create 2 **instance methods**:

- **info()** - returns a string containing the books currently rented by the user in ascending order separated by comma and space .
- **__str__()** - override the method to get a string in the following format "{user_id}, {username}, {list of rented books}"

Class Library

In the **library.py** create a class **Library**. Upon initialization, it will not receive anything, but it should have the following instance attributes:

- o **user_records** - an empty list that will store the users (users objects) of the library
- o **books_available** - an empty dictionary that will keep information regarding the authors (key: str) and the books available for each of the authors (list of strings)
- o **rented_books** - an empty dictionary that will keep information regarding the **usernames** (key: str) and **nested dictionary** as a value in which will keep information regarding the **book names** (key: str) and **days left** before returning the book to the library (int) - ({usernames: {book names: days to return}}).

You should also create 2 additional instance methods:

- **get_book(author: str, book_name: str, days_to_return: int, user: User):**
 - o If the **book is available** in the library adds it to the **books list** for this user, **updates the library records (rented_books and available_books dicts)**, and returns the following message: "{book_name} successfully rented for the next {days_to_return} days!"
 - o If it is **already rented**, returns the following message "The book "{book_name}" is already rented and will be available in {days_to_return provided by the user rented the book} days!"
- **return_book(author:str, book_name:str, user: User):**
 - o If the **book is in the user's books list**, returns it in the library (update **books_available** and **rented_books** class attributes) and **removes it from the books list** for this user
 - o Otherwise, **returns** the following message "{username} doesn't have this book in his/her records!"

Class Registration

In the **registration.py**, create a class called **Registration**. Upon initialization, It will not receive anything, but we'll have these three methods.

- **add_user(user: User, library: Library):**
 - o Adds the user if we do not have them in the library's user records already
 - o Otherwise, returns the message **"User with id = {user_id} already registered in the library!"**
- **remove_user(user: User, library: Library):**
 - o Removes the user from the library records if present
 - o Otherwise, returns the message **"We could not find such user to remove!"**
- **change_username(user_id: int, new_username: str, library: Library):**
 - o If there is a record with the same user id in the library and the username is different than the provided one, changes the username with the new one provided and returns the message **"Username successfully changed to: {new_username} for user id: {user_id}"**. Changes his username in the **rented_books** dictionary as well (if present).
 - o If the new username is the same for this id, returns the following message **"Please check again the provided username - it should be different than the username used so far!"**.
 - o If there is no record for the provided id returns **"There is no user with id = {user_id}!"**

Examples

Test Code

```
from project.library import Library
from project.user import User
from project.registration import Registration

user = User(12, 'Peter')
library = Library()
registration = Registration()
registration.add_user(user, library)
print(registration.add_user(user, library))
registration.remove_user(user, library)
print(registration.remove_user(user, library))
registration.add_user(user, library)
print(registration.change_username(2, 'Igor', library))
print(registration.change_username(12, 'Peter', library))
print(registration.change_username(12, 'George', library))

[print(f'{user_record.user_id}, {user_record.username}, {user_record.books}') for
user_record in library.user_records]

library.books_available.update({'J.K.Rowling': ['The Chamber of Secrets',
                                                'The Prisoner of Azkaban',
                                                'The Goblet of Fire',
                                                'The Order of the Phoenix',
                                                'The Half-Blood Prince',
                                                'The Deathly Hallows']})

library.get_book('J.K.Rowling', 'The Deathly Hallows', 17, user)
print(library.books_available)
```

```

print(library.rented_books)
print(user.books)
print(library.get_book('J.K.Rowling', 'The Deathly Hallows', 10, user))
print(library.return_book('J.K.Rowling', 'The Cursed Child', user))
library.return_book('J.K.Rowling', 'The Deathly Hallows', user)
print(library.books_available)
print(library.rented_books)
print(user.books)

```

Output

```

User with id = 12 already registered in the library!
We could not find such user to remove!
There is no user with id = 2!
Please check again the provided username - it should be different than the username
used so far!
Username successfully changed to: George for user id: 12
12, George, []
{'J.K.Rowling': ['The Chamber of Secrets', 'The Prisoner of Azkaban', 'The Goblet of
Fire', 'The Order of the Phoenix', 'The Half-Blood Prince']}
{'George': {'The Deathly Hallows': 17}}
['The Deathly Hallows']
The book "The Deathly Hallows" is already rented and will be available in 17 days!
George doesn't have this book in his/her records!
{'J.K.Rowling': ['The Chamber of Secrets', 'The Prisoner of Azkaban', 'The Goblet of
Fire', 'The Order of the Phoenix', 'The Half-Blood Prince', 'The Deathly Hallows']}
{'George': {}}
[]

```

Test Code

```

from project.library import Library
from project.user import User
from project.registration import Registration

user = User(12, 'Peter')
library = Library()
registration = Registration()
registration.add_user(user, library)
library.books_available.update({'J.K.Rowling': ['The Chamber of Secrets',
                                                'The Prisoner of Azkaban',
                                                'The Goblet of Fire',
                                                'The Order of the Phoenix',
                                                'The Half-Blood Prince',
                                                'The Deathly Hallows']})
library.get_book('J.K.Rowling', 'The Deathly Hallows', 10, user)
print(user)

```

Output

```

12, Peter, ['The Deathly Hallows']

```