



Inspiring Excellence

Course Title: Programming Language II

Course Code: CSE111

Lab Assignment no: 8

Task - 1

Let's Play with **Numbers!!!**

Write the **ComplexNumber** class so that the following code generates the output below.

```
class RealNumber:

    def __init__(self, r=0):
        self.__realValue = r
    def getRealValue(self):
        return self.__realValue
    def setRealValue(self, r):
        self.__realValue = r
    def __str__(self):
        return 'RealPart: '+str(self.getRealValue())

cn1 = ComplexNumber()
print(cn1)
print('-----')
cn2 = ComplexNumber(5,7)
print(cn2)
```

OUTPUT:
RealPart: 1.0
ImaginaryPart: 1.0

RealPart: 5.0
ImaginaryPart: 7.0

Task - 2

Write the **ComplexNumber** class so that the following code generates the output below.

<pre>class RealNumber: def __init__(self, number=0): self.number = number def __add__(self, anotherRealNumber): return self.number + anotherRealNumber.number def __sub__(self, anotherRealNumber): return self.number - anotherRealNumber.number def __str__(self): return str(self.number) r1 = RealNumber(3) r2 = RealNumber(5) print(r1+r2) cn1 = ComplexNumber(2, 1) print(cn1) cn2 = ComplexNumber(r1, 5) print(cn2) cn3 = cn1 + cn2 print(cn3) cn4 = cn1 - cn2 print(cn4)</pre>	<p>OUTPUT:</p> <pre>8 2 + 1i 3 + 5i 5 + 6i -1 - 4i</pre>
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Task - 3

Write the **CheckingAccount** class so that the following code generates the output below:

```
class Account:
    def __init__(self, balance):
        self._balance = balance

    def getBalance(self):
        return self._balance

print('Number of Checking Accounts: ', CheckingAccount.numberOfAccount)
print(CheckingAccount())
print(CheckingAccount(100.00))
print(CheckingAccount(200.00))
print('Number of Checking Accounts: ', CheckingAccount.numberOfAccount)
```

OUTPUT:
Number of Checking
Accounts: 0
Account Balance: 0.0
Account Balance: 100.00
Account Balance: 200.00
Number of Checking
Accounts: 3

Task - 4

Write the **Mango** and the **Jackfruit** classes so that the following code generates the output below:

```
class Fruit:
    def __init__(self, formalin=False, name=''):
        self.__formalin = formalin
        self.name = name

    def getName(self):
        return self.name

    def hasFormalin(self):
        return self.__formalin

class testFruit:
    def test(self, f):
        print('----Printing Detail----')
        if f.hasFormalin():
            print('Do not eat the',f.getName(),'.')
            print(f)
        else:
            print('Eat the',f.getName(),'.')
            print(f)

m = Mango()
j = Jackfruit()
t1 = testFruit()
t1.test(m)
t1.test(j)
```

OUTPUT:
----Printing Detail----
Do not eat the Mango.
Mangos are bad for you
----Printing Detail----
Eat the Jackfruit.
Jackfruits are good for you

Task - 5

Write the **ScienceExam** class so that the following code generates the output below:

```
class Exam:
    def __init__(self,marks):
        self.marks = marks
        self.time = 60

    def examSyllabus(self):
        return "Maths , English"
    def examParts(self):
        return "Part 1 - Maths\nPart 2 - English\n"

engineering = ScienceExam(100,90,"Physics","HigherMaths")
print(engineering)
print('-----')
print(engineering.examSyllabus())
print(engineering.examParts())
print('=====')
architecture =
ScienceExam(100,120,"Physics","HigherMaths","Drawing")
print(architecture)
print('-----')
print(architecture.examSyllabus())
print(architecture.examParts())
```

OUTPUT:

```
Marks: 100 Time: 90 minutes Number of
Parts: 4
-----
Maths , English , Physics , HigherMaths
Part 1 - Maths
Part 2 - English
Part 3 - Physics
Part 4 - HigherMaths
=====
Marks: 100 Time: 120 minutes Number of
Parts: 5
-----
Maths , English , Physics , HigherMaths
, Drawing
Part 1 - Maths
Part 2 - English
Part 3 - Physics
Part 4 - HigherMaths
Part 5 - Drawing
```

Task - 6

Given the following class, write the code for the **Sphere** and the **Cylinder** class so that the following output is printed.

```
class Shape3D:

    pi = 3.14159
    def __init__(self, name = 'Default', radius = 0):
        self._area = 0
        self._name = name
        self._height = 'No need'
        self._radius = radius

    def calc_surface_area(self):
        return 2 * Shape3D.pi * self._radius

    def __str__(self):
        return "Radius: "+str(self._radius)

sph = Sphere('Sphere', 5)
print('-----')
sph.calc_surface_area()
print(sph)
print('=====')
cyl = Cylinder('Cylinder', 5, 10)
print('-----')
cyl.calc_surface_area()
print(cyl)
```

OUTPUT:
Shape name: Sphere, Area Formula: $4 * \pi * r * r$

Radius: 5, Height: No need
Area: 314.159
=====
Shape name: Cylinder, Area Formula: $2 * \pi * r * (r + h)$

Radius: 5, Height: 10
Area: 471.2385

Task - 7

Write the **PokemonExtra** class so that the following code generates the output below:

```
class PokemonBasic:

    def __init__(self, name = 'Default', hp = 0,
weakness = 'None', type = 'Unknown'):
        self.name = name
        self.hit_point = hp
        self.weakness = weakness
        self.type = type

    def get_type(self):
        return 'Main type: ' + self.type

    def get_move(self):
        return 'Basic move: ' + 'Quick Attack'

    def __str__(self):
        return "Name: " + self.name + ", HP: " +
str(self.hit_point) + ", Weakness: " + self.weakness

print('\n-----Basic Info:-----')
pk = PokemonBasic()
print(pk)
print(pk.get_type())
print(pk.get_move())

print('\n-----Pokemon 1 Info:-----')
charmander = PokemonExtra('Charmander', 39, 'Water',
'Fire')
print(charmander)
print(charmander.get_type())
print(charmander.get_move())

print('\n-----Pokemon 2 Info:-----')
charizard = PokemonExtra('Charizard', 78, 'Water',
'Fire', 'Flying', ('Fire Spin', 'Fire Blaze'))
print(charizard)
print(charizard.get_type())
print(charizard.get_move())
```

OUTPUT:

```
-----Basic Info:-----
Name: Default, HP: 0, Weakness: None
Main type: Unknown
Basic move: Quick Attack

-----Pokemon 1 Info:-----
Name: Charmander, HP: 39, Weakness: Water
Main type: Fire
Basic move: Quick Attack

-----Pokemon 2 Info:-----
Name: Charizard, HP: 78, Weakness: Water
Main type: Fire, Secondary type: Flying
Basic move: Quick Attack
Other move: Fire Spin, Fire Blaze
```


Task – 8

Implement the design of the **FootBallTeam** and the **CricketTeam** classes that inherit from **Team** class so that the following code generates the output below:

Driver Code	Output
<pre>class Team: def __init__(self, name): self.name = "default" self.total_player = 5 def info(self) print("We love sports") <i># Write your code here.</i> class Team_test: def check(self, tm): print("=====") print("Total Player: ", tm.total_player) tm.info() f = FootBallTeam("Brazil") c = CricketTeam("Bangladesh") test = Team_test() test.check(f) test.check(c)</pre>	<pre>===== Total Player: 11 Our name is Brazil We play Football We love sports ===== Total Player: 11 Our name is Bangladesh We play Cricket We love sports</pre>

Task – 9

Implement the design of the **Pikachu** and **Charmander** classes that are derived from the **Pokemon** class so that the following output is produced:

Driver Code	Output
<pre>class Pokemon: def __init__(self, p): self.pokemon = p self.pokemon_type = "Needs to be set" self.pokemon_weakness = "Needs to be set" def kind(self): return self.pokemon_type def weakness(self): return self.pokemon_weakness def what_am_i(self): print("I am a Pokemon.") pk1 = Pikachu() print("Pokemon:", pk1.pokemon) print("Type:", pk1.kind()) print("Weakness:", pk1.weakness()) pk1.what_am_i() print("=====") c1 = Charmander() print("Pokemon:", c1.pokemon) print("Type:", c1.kind()) print("Weakness:", c1.weakness()) c1.what_am_i()</pre>	<pre>Pokemon: Pikachu Type: Electric Weakness: Ground I am a Pokemon. I am Pikachu. ===== Pokemon: Charmander Type: Fire Weakness: Water, Ground and Rock I am a Pokemon. I am Charmander.</pre>

Task – 10

Implement the design of the **CSE** and **EEE** classes that are derived from the Department class so that the following output is produced:

Driver Code	Output
<pre>class Department: def __init__(self, s): self.semester = s self.name = "Default" self.id = -1 def student_info(self): print("Name:", self.name) print("ID:", self.id) def courses(self, c1, c2, c3): print("No courses Approved yet!") s1 = CSE("Rahim", 16101328, "Spring2016") s1.student_info() s1.courses("CSE110", "MAT110", "ENG101") print("=====") s2 = EEE("Tanzim", 18101326, "Spring2018") s2.student_info() s2.courses("Mat110", "PHY111", "ENG101") print("=====") s3 = CSE("Rudana", 18101326, "Fall2017") s3.student_info() s3.courses("CSE111", "PHY101", "MAT120") print("=====") s4 = EEE("Zainab", 19201623, "Summer2019") s4.student_info() s4.courses("EEE201", "PHY112", "MAT120")</pre>	<pre>Name: Rahim ID: 16101328 Courses Approved to this CSE student in Spring2016 semester : CSE110 MAT110 ENG101 ===== Name: Tanzim ID: 18101326 Courses Approved to this EEE student in Spring2018 semester: Mat110 PHY111 ENG101 ===== Name: Rudana ID: 18101326 Courses Approved to this CSE student in Fall2017 semester: CSE111 PHY101 MAT120 ===== Name: Zainab ID: 19201623 Courses Approved to this EEE student in Summer2019 semester: EEE201 PHY112 MAT120</pre>

Task – 11

1	<code>class A:</code>
2	<code> def __init__(self):</code>
3	<code> self.temp = 4</code>
4	<code> self.sum = 1</code>
5	<code> self.y = 2</code>
6	<code> self.y = self.temp - 2</code>
7	<code> self.sum = self.temp + 3</code>
8	<code> self.temp -= 2</code>
9	<code> def methodA(self, m, n):</code>
10	<code> x = 0</code>
11	<code> self.y = self.y + m + self.temp</code>
12	<code> self.temp += 1</code>
13	<code> x = x + 2 + n</code>
14	<code> self.sum = self.sum + x + self.y</code>
15	<code> print(x, self.y, self.sum)</code>
16	
17	<code>class B(A):</code>
18	<code> def __init__(self, b=None):</code>
19	<code> super().__init__()</code>
20	<code> self.x = 1</code>
21	<code> self.sum = 2</code>
22	<code> if b == None:</code>

23	<code>self.y = self.temp + 3</code>
24	<code>self.sum = 3 + self.temp + 2</code>
25	<code>self.temp -= 1</code>
26	<code>else:</code>
27	<code>self.sum = b.sum</code>
28	<code>self.x = b.x</code>
29	<code>def methodB(self, m, n):</code>
30	<code>y = 0</code>
31	<code>y = y + self.y</code>
32	<code>self.x = y + 2 + self.temp</code>
33	<code>self.methodA(self.x, y)</code>
34	<code>self.sum = self.x + y + self.sum</code>
35	<code>print(self.x, y, self.sum)</code>

Write the output of the following code:

<pre> a1 = A() b1 = B() b2 = B(b1) a1.methodA(1, 1) b1.methodA(1, 2) b2.methodB(3, 2) </pre>	Output:		
	x	y	sum

Task – 12

1	<code>class A:</code>
2	<code> temp = 4</code>
3	<code> def __init__(self):</code>
4	<code> self.sum = 0</code>
5	<code> self.y = 0</code>
6	<code> self.y = A.temp - 2</code>
7	<code> self.sum = A.temp + 1</code>
8	<code> A.temp -= 2</code>
9	<code> def methodA(self, m, n):</code>
10	<code> x = 0</code>
11	<code> self.y = self.y + m + (A.temp)</code>
12	<code> A.temp += 1</code>
13	<code> x = x + 1 + n</code>
14	<code> self.sum = self.sum + x + self.y</code>
15	<code> print(x, self.y, self.sum)</code>
16	
17	<code>class B(A):</code>
18	<code> x = 0</code>
19	<code> def __init__(self, b=None):</code>
20	<code> super().__init__()</code>
21	<code> self.sum = 0</code>
22	<code> if b==None:</code>

23	<code>self.y = A.temp + 3</code>
24	<code>self.sum = 3 + A.temp + 2</code>
25	<code>A.temp -= 2</code>
26	<code>else:</code>
27	<code>self.sum = b.sum</code>
28	<code>B.x = b.x</code>
29	<code>b.methodB(2, 3)</code>
30	<code>def methodB(self, m, n):</code>
31	<code> y = 0</code>
32	<code> y = y + self.y</code>
33	<code> B.x = self.y + 2 + A.temp</code>
34	<code> self.methodA(B.x, y)</code>
35	<code> self.sum = B.x + y + self.sum</code>
36	<code> print(B.x, y, self.sum)</code>

Write the output of the following code:

<pre> a1 = A() b1 = B() b2 = B(b1) b1.methodA(1, 2) b2.methodB(3, 2) </pre>	Output:		
	x	y	sum

Task – 13

1	<code>class A:</code>
2	<code> temp = 3</code>
3	<code> def __init__(self):</code>
4	<code> self.sum = 0</code>
5	<code> self.y = 0</code>
6	<code> self.y = A.temp - 1</code>
7	<code> self.sum = A.temp + 2</code>
8	<code> A.temp -= 2</code>
9	
10	<code> def methodA(self, m, n):</code>
11	<code> x = 0</code>
12	<code> n[0] += 1</code>
13	<code> self.y = self.y + m + A.temp</code>
14	<code> A.temp += 1</code>
15	<code> x = x + 2 + n[0]</code>
16	<code> n[0] = self.sum + 2</code>
17	<code> print(f"{x} {self.y} {self.sum}")</code>
18	
19	<code>class B(A):</code>
20	<code> x = 1</code>
21	<code> def __init__(self, b = None):</code>
22	<code> super().__init__()</code>

23	<code>self.sum = 2</code>
24	<code>if b == None:</code>
25	<code>self.y = self.temp + 1</code>
26	<code>B.x = 3 + A.temp + self.x</code>
27	<code>A.temp -= 2</code>
28	<code>else:</code>
29	<code>self.sum = self.sum + self.sum</code>
30	<code>B.x = b.x + self.x</code>
31	<code>def methodB(self, m, n):</code>
32	<code>y = [0]</code>
33	<code>self.y = y[0] + self.y + m</code>
34	<code>B.x = self.y + 2 + self.temp - n</code>
35	<code>self.methodA(self.x, y)</code>
36	<code>self.sum = self.x + y[0] + self.sum</code>
37	<code>print(f"{self.x} {y[0]} {self.sum}")</code>

Write the output of the following code:

<pre> x = [23] a1 = A() b1 = B() b2 = B(b1) a1.methodA(1, x) b2.methodB(3, 2) a1.methodA(1, x) </pre>	Output:		
	x	y	sum

Task – 14

1	<code>class A:</code>
2	<code> temp = 7</code>
3	<code> def __init__(self):</code>
4	<code> self.sum, self.y = 0, 0</code>
5	<code> self.y = A.temp - 1</code>
6	<code> self.sum = A.temp + 2</code>
7	<code> A.temp -= 3</code>
8	<code> def methodA(self, m, n):</code>
9	<code> x = 4</code>
10	<code> n[0] += 1</code>
11	<code> self.y = self.y + m + A.temp</code>
12	<code> A.temp += 2</code>
13	<code> x = x + 3 + n[0]</code>
14	<code> n[0] = self.sum + 2</code>
15	<code> print(f"{x} {self.y} {self.sum}")</code>
16	<code> def get_A_sum(self):</code>
17	<code> return self.sum</code>
18	<code> def update_A_y(self, val):</code>
19	<code> self.y = val</code>
20	<code>class B(A):</code>
21	<code> x = 2</code>
22	<code> def __init__(self, b = None):</code>
23	<code> super().__init__()</code>

24	<code>self.sum = 2</code>
25	<code>if b == None:</code>
26	<code>self.y = self.temp + 1</code>
27	<code>B.x = 4 + A.temp + self.x</code>
28	<code>A.temp -= 2</code>
29	<code>else:</code>
30	<code>self.sum = self.sum + self.get_A_sum()</code>
31	<code>B.x = b.x + self.x</code>
32	<code>def methodB(self, m, n):</code>
33	<code>y = [0]</code>
34	<code>self.update_A_y(y[0] + self.y + m)</code>
35	<code>B.x = self.y + 4 + self.temp - n</code>
36	<code>self.methodA(self.x, y)</code>
37	<code>self.sum = self.x + y[0] + self.get_A_sum()</code>
38	<code>print(f"{self.x} {y[0]} {self.sum}")</code>

Write the output of the following code:

<pre> x = [32] a1 = A() b1 = B() b2 = B(b1) a1.methodA(2, x) b2.methodB(2, 3) a1.methodA(3, x) </pre>	Output:		
	x	y	sum