Question 01: File Analysis and Word Search

Instructions:

- 1. Write a Python function named **analyze_file** that takes the name of a file as input and returns a dictionary containing the counts of characters, words, and lines in that file.
- 2. Write another Python function named **search_word** that takes the name of a file and a word as input and returns the count of occurrences of that word in the file.
- 3. Ensure that your functions handle file not found errors gracefully and return appropriate values in such cases.

Submission:

Additional Notes:

- Ensure that your functions are properly documented with clear descriptions of parameters, return values, and any assumptions made.
- Use appropriate error handling techniques to handle potential exceptions.
- Test your functions with different input files and scenarios to verify their correctness and robustness.

Question 2: Library Management System using Python OOP

Problem Statement:

Create a simplified Library Management System with Python classes that represent a Library, Books, and Users. Your goal is to design the system so that it enables basic functionalities, including adding and managing books, registering users, and borrowing/returning books.

Instructions:

1. Create a base class named Book:

- o Attributes:
 - title (string): The title of the book.
 - author (string): The author of the book.
 - isbn (string): A unique identifier for each book.
 - is_borrowed (boolean): Indicates if the book is currently borrowed.
- Methods:
 - borrow(): Sets the is_borrowed attribute to True.
 - return_book(): Sets the is_borrowed attribute to False.

2. Create a subclass named DigitalBook that inherits from Book:

- Additional Attributes:
 - file_format (string): Format of the digital book (e.g., PDF, EPUB).
- Override the borrow() method to print an additional message indicating that the book can be accessed online.

3. Create another subclass named AudioBook that inherits from Book:

- Additional Attributes:
 - duration (float): The length of the audiobook in hours.
- Override the borrow() method to print an additional message indicating that the audiobook is available for streaming.

4. Create a class named User:

- Attributes:
 - user_id (string): A unique identifier for each user.
 - name (string): The user's name.
 - borrowed_books (list): A list of Book objects borrowed by the user.

Methods:

- borrow_book(book): Adds a book to borrowed_books if it is not already borrowed. Use encapsulation to ensure users cannot modify borrowed_books directly.
- return_book(book): Removes the book from borrowed_books and marks it as returned.

5. Create a class named Library:

- Attributes:
 - name (string): Name of the library.
 - books (list): A list of all Book objects in the library.
 - users (list): A list of all registered User objects.

Methods:

- add_book(book): Adds a new book to the library.
- register_user(user): Registers a new user.
- lend_book(user_id, isbn): Allows a user to borrow a book if available.
- receive_return(user_id, isbn): Allows a user to return a borrowed book.

Requirements:

• **Inheritance** should be evident in the DigitalBook and AudioBook subclasses that inherit from the Book base class.

- **Polymorphism** should be demonstrated in the overridden borrow() methods of DigitalBook and AudioBook.
- **Encapsulation** should be used in the User class to prevent direct modification of the borrowed_books attribute from outside the class.

Submission:

Submit your Python script containing all the classes (Book, DigitalBook, AudioBook, User, and Library) along with test cases demonstrating the following scenarios:

- 1. Adding books and users to the library.
- 2. Users borrowing and returning both digital and physical books.
- 3. Handling cases where users try to borrow books that are already borrowed.

Additional Notes:

- Document your code, explaining each class and method.
- Use error handling to manage potential issues, such as borrowing a book that's unavailable.
- Test the system by creating instances of DigitalBook and AudioBook, and by simulating