### PRACTICAL - 1

# PROGRAM -1

```
AIM- Create a Student object and call the Stud method to print the details
{With Input from User}
CODE-
print("HARSH DEVRE")
class Student:
  .....
  This class represents a student with attributes Name, Roll_Number, and
Marks.
  111111
  def __init__(self):
    .....
    Initializes the student attributes by taking input from the user.
    111111
    self.Name = input("Enter your name:")
    self.Roll_Number = int(input("Enter your roll number:"))
    self.Marks = int(input("Enter your marks:"))
  def Stud(self):
    111111
    Prints the student details.
    111111
    print(self.Name)
    print(self.Roll_Number)
    print(self.Marks)
```

# Create a Student object and call the Stud method to print the details
obj = Student()
obj.Stud()

### **OUTPUT-**

```
HARSH DEVRE
Enter your name:HARSH D
Enter your roll number:9
Enter your marks:89
HARSH D
9
89
```

# PROGRAM -2

AIM -Using All 3 Methos In One Code [Static, Class, Instance Methods]

CODE-

class Maths:

111111

A class that contains methods for performing arithmetic operations.

111111

# @staticmethod

def sum\_numbers(a, b):

111111

A static method to calculate the sum of two numbers and print the result.

111111

z = a + b

print(z)

# @classmethod def product\_numbers(cls, a, b):

A class method to calculate the product of two numbers and print the result.

```
z = a * b
print(z)

def subtract_numbers(self, a, b):
```

An instance method to calculate the difference between two numbers and print the result.

z = a - b print(z)

# Calling the defined methods

Maths.sum\_numbers(2, 3) # This will print the sum of 2 and 3

Maths.product\_numbers(2, 3) # This will print the product of 2 and 3

Maths().subtract\_numbers(2, 3) # This will print the difference of 2 and 3

Output:-

