## DSA Lab-2 Hasan Amin 374866

## OOP:

```
class Flights:
   def __init__(self):
       self.__flightNo=0
       self.__destination=""
        self.__fuel=0.0
        self.__distance=0.0
   def calfuel(self):
       if self.__distance<=1000:</pre>
           self.__fuel=500
        elif self.__distance>1000 and self.__distance<=2000:
            self.__fuel=1100
            self. fuel=2200
   def feedinfo(self,flightNo,destination,distance):
        self.__flightNo=flightNo
        self.__destination=destination
        self.__distance=distance
   def show_info(self):
        print("Flight Number:", self.__flightNo)
        print("Destination:", self.__destination)
        print("Distance:", self.__distance, "miles")
        print("Fuel Required:", self.__fuel, "gallons")
class Batsman:
   def __init__(self):
       self.__bcode=0
       self.__bname=""
       self.__innings=0
       self.__notout=0
       self.__runs=0
        self.__batavg=0.0
   def calcavg(self):
            self.__batavg =self.__runs/(self.__innings-self.__notout)
    def readdata(self,bcode:int,bname:str,innings:int,notout:int,runs:int):
        self.__bcode=bcode
        self.__bname=bname
        self.__innings=innings
        self.__notout=notout
        self.__runs=runs
        self.calcavg()
    def __repr__(self):
        return f'Code:{self.__bcode}--{hex(id(self.__bcode))} \n Name:{self.__bname}--
{hex(id(self.__bname))} \n Innings: {self.__innings}--{hex(id(self.__innings))} \n Notouts:
{self.__notout}--{hex(id(self.__notout))} \n Runs: {self.__runs}--{hex(id(self.__runs))}'
class Person:
   def __init__(self, name):
        self.name = name
        self.last_call=None
       self.last_stuff=None
```

```
def say(self, stuff):
    self.last_stuff=stuff
    self.last_call=self.say
    return stuff

def ask(self, stuff):
    self.last_stuff=stuff
    self.last_call=self.ask
    return self.say("Would you please " + stuff)

def greet(self):
    self.last_call=self.greet
    return self.say("Hello, my name is " + self.name)

def repeat(self):
    if self.last_call is not None:
        if self.last_stuff is not None:
            return self.last_call(self.last_stuff)
```

return self.last\_call()

return "No method called yet"

```
def main():
   obj=Flights()
   obj.feedinfo(20,"Karachi",2000)
   obj.calfuel()
   obj.show_info()
   print("----")
   obj2=Batsman()
   obj2.readdata(2000,"John",10,5,500)
   print(obj2)
   print("----")
   obj3=Person("Hasan")
   print(obj3.say("Hello Hasan!"))
   print(obj3.repeat())
   print(obj3.greet())
   print(obj3.repeat())
   print(obj3.ask("move aside"))
   print(obj3.repeat())
main()
```

## 2-D Lists:

```
list1 = [[1, 2, 3], [2, 3, 3], [1, 3, 3]]

def find_max(mylist):
    max_sum=0
    for i in mylist:
        if sum(i)>max_sum:
            max_sum=sum(i)
            index=list1.index(i)
        return index
```

print(f"The row with the highest sum is at index:{find max(list1)}")

PS C:\Users\Hasan\Desktop\University Resources\DSA\La /University Resources/DSA/Labs/week-2/2d-lists.py" The row with the highest sum is at index:1