

## Contents

<b>Object Oriented Programming using Python .....</b>	<b>1</b>
8.1 – Classes and Objects .....	1
8.2 – Inheritance .....	1
7.3 – Polymorphism .....	2
8.4 – Abstraction .....	2

## Object Oriented Programming using Python

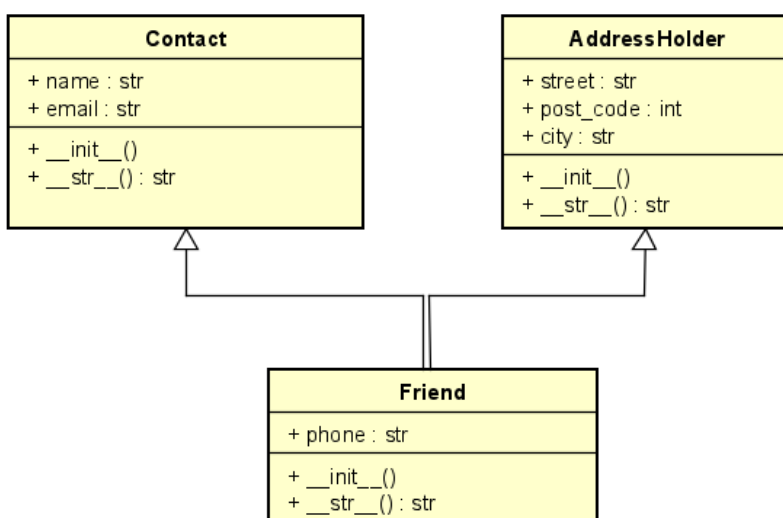
In this exercise, we are going to practice some of the object-oriented programming concepts and principles using the Python programming language.

### 8.1 – Classes and Objects

Python Create a class called **MyRecipe** with two fields **calories** and **cooking\_time**. Add a **cook()** function to simulate cooking by just printing out a message. Create the corresponding object and print out five of your favourite recipes.

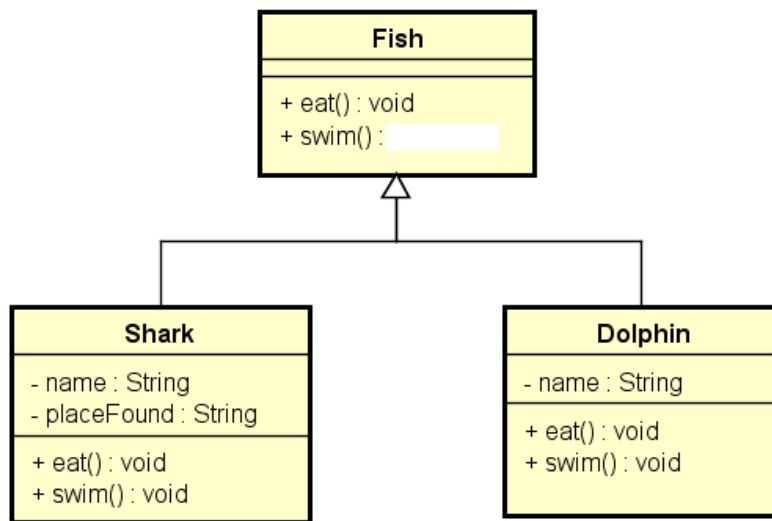
### 8.2 – Inheritance

Implement the following class diagram paying attention to the two parent `__init__` methods and a new attribute phone, assuming we want to add a phone number for our close friends. Test your implementation.



### 7.3 – Polymorphism

Implement the following class diagram and test it with examples of your choice.



### 8.4 – Abstraction

Implement the following class diagram. Note that the *CaffeineDrink* is an abstract class and `get_price()` an abstract method.

