EX - 7 INHERITANCE

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Q1) Write a program to model a real-time online shopping system using inheritance. The base class should be called Product, and it should have attributes for the name, price, and quantity of the product. The derived classes should be ElectronicProduct and ClothingProduct, which inherit from Product. Each derived class should have additional attributes specific to that type of product, such as the brand and model for ElectronicProduct, and the size and color for ClothingProduct. Implement methods in each class to display the product information. Additionally, override the display_information() method in the derived classes to include the specific attributes of each product type. Also, implement a function in the derived classes to calculate the total price based on the quantity of the product. Finally, overload the '+' operator in the derived classes to allow adding two products together offering a combo pack with the summed-up price tag

Aim:

To execute a python program to create a parent class and two child classes using inheritance concept.

Code:

```
# -*- coding: utf-8 -*-
```

This module contains a program applying the concept of Inheritance of Classes. This is a part of the exercises given under the course UIT2201 (Programming and Data Structures).

In this source code I've executed my own logic and may contain bugs.

The source code has followed good coding practices.

Your comments and suggestions are welcome.

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class Product:
    1 1 1
    This is the parent class.
    def init (self,name, quantity):
        Constructor to initialize variables
        self. name = name
        self. price= data[name][0]
        self. quantity = quantity
    def display information(self):
        Method to display information
        print(f"Name: {self. name} \nPrice: {self. price}
\nQuantity: {self. quantity}", end = '')
class ElectronicProduct(Product):
    . . .
    Child Class of the Parent class Product
    def init (self,name,quantity,brand,model):
        1 1 1
        Constructor to initialize the variables
        super(). init (name, quantity)
        self. brand = data[name][1]
        self. model = data[name][2]
    def display information(self):
        . . .
        Overriding the display information() method from Parent
class
        1 1 1
```

```
super().display information()
        print(f"\t\tBrand: {self. brand}\t\tModel:
{self. model}")
    def __add__(self, other):
        Method to create Combo Products
        name = self. name + " and " + other. name
        price = self. price + other. price
        quantity = self. quantity + other. quantity
        total price = price * quantity
        brand = self. brand + other. brand
        model = self. model + other. model
        data[name] = [total price, brand, model]
        return ElectronicProduct(name, quantity,brand,model)
class ClothingProduct(Product):
    . . .
    Child class of the Parent class
    def init (self,name,quantity, size, color):
        Constructor to initialize variables
        super().__init__(name, quantity)
        self. size = data[name][1]
        self. color = data[name][1]
    def display information(self):
        Method to display information
        super().display information()
        print(f"\t\tSize: {self. size}\t\tColor: {self. color}")
    def __add__(self, other):
        Method to create combo products
        name = self. name + " and " + other. name
```

```
price = self. price + other. price
        quantity = self. quantity + other. quantity
        total price = price * quantity
        size = self. size + other. size
        color = self. color + other. color
        data[name] = [total price, size, color]
        return ClothingProduct(name, quantity,size,color)
#DataBase
data = {"Earpods":[5000, 'JBL', '250NC'],
        "iPad":[60000,'Apple', 'Pro'],
        "Shirt":[350, 'M', 'Black'],
        "Pant":[2000, 'S', 'Dark Blue']}
#Test cases for the above code
if name == " main ":
    #This part of the program will not be executed when the file
is imported.
    #Creating Electronic product object 1
    e1 = ElectronicProduct('Earpods', 5,'JBL','250NC')
    e1.display information()
   print()
    #Creating Electronic product object 2
    e2 = ElectronicProduct('iPad', 10, 'Apple', 'Pro')
    e2.display information()
   print()
    #Combo product object
    e3 = e1 + e2
    e3.display information()
   print()
    #Creating clothing product object 1
    c1 = ClothingProduct("Shirt", 100, 'XL', "Red")
    c1.display information()
   print()
    #Creating clothing product object 2
    c2 = ClothingProduct("Pant", 50, "L", "Black")
```

```
c2.display_information()
print()

#Combo Product object
c3 = c1 + c2
c3.display_information()
print()
```

Output:

Name: Earpods

Price: 5000 Quantity: 5 Brand: 1

Brand: JBL Model: 250NC

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Name: iPad

Price: 60000

Quantity: 10 Brand: Apple Model: Pro

Name: Earpods and iPad

Price: 975000

Quantity: 15 Brand: JBL and Apple Model: 250NC and Pro

Name: Shirt

Price: 350

Quantity: 100 Size: M Color: M

Name: Pant

Price: 2000

Quantity: 50 Size: S Color: S

Name: Shirt and Pant

Price: 352500

Quantity: 150 Size: M and S Color: M and S