## Class Piggybank 1

Create a class **piggybank** for producing the piggybank object. It accepts unlimited amount of coins with the value of 1, 2, 5, and 10 through the method **add1**, **add2**, **add5**, and **add10** respectively. You can also use **int()** to return the total amount of money inside the bank, and the value between two piggybanks can be compared using <. From the class structure and examples below, complete the class.

```
Class Structure for the piggybank
                                           Example Usage of piggybank
class piggybank:
                                           p1 = piggybank()
                                           print( int(p1) )
      def __init__(self):
      # has 4 variables storing the
                                                              # add 10 1-Baht coins
                                           p1.add1(10)
      # amount for each type of coins
                                           print( int(p1) )
                                                             # 10
                                           p1.add2(5)
                                                              # add 5 2-Baht coins
                                                             # 20
      def add1(self, n):
                                           print( int(p1) )
                                                              # add 2 5-Baht coins
      # adds n into the variable that
                                           p1.add5(2)
      #stores 1-Baht coins
                                                             # 30
                                           print( int(p1) )
                                                              # add 1 10-Baht coins
                                           p1.add10(1)
                                                              # 40
      def add2(self, n):
                                           print( int(p1) )
      # adds n into the variable that
                                           p2 = piggybank()
                                                              # add 5 10-Baht coins
      #stores 2-Baht coins
                                           p2.add10(5)
                                                              # True
                                           print( p1 < p2 )</pre>
                                                             # {1:10, 2:5, 5:2, 10:1}
      def add5(self, n):
                                           print( str(p1) )
                                                              # {1:0, 2:0, 5:0, 10:5}
      # adds n into the variable that
                                           print( p2 )
      #stores 5-Baht coins
      def add10(self, n):
      # adds n into the variable that
      #stores 10 Baht coins
            int (self):
      # returns the total value (the
      # amount of coins multiplied by
      #coins value)
      def __lt__(self, rhs):
      # comparing the total money
      between self and rhs
      def __str__(self):
      # return the strings that shows
      # the amount of each coin per
      # example
```

The method \_\_it\_\_ is called when the operator < is used to compare two piggybank if the left one is lesser than the right one or not.

The method \_\_int\_\_ is called when int(p) has been called, given p is piggybank. The result is an int that represents the value of p.

The method \_\_str\_\_ is called when str(p) has been called, given p is piggybank. The result is a string that represents the value of p.

#### Submission Instruction

Append the following program after the class piggybank written above before submitting it to the grader.

```
cmd1 = input().split(';')
cmd2 = input().split(';')
p1 = piggybank() ; p2 = piggybank()
for c in cmd1: eval(c)
for c in cmd2: eval(c)
```

#### Input

The commands for testing the class.

### Output

The results of the program above using the **piggybank** class.

# Example

Input (from keyboard)	Output (on screen)
p1.add1(1);p1.add2(2);p1.add5(3);p1.add10 (4) print(int(p1), str(p1))	60 {1:1, 2:2, 5:3, 10:4}
p1.add1(1);p1.add2(2);p1.add5(3);p1.add10 (4) p2.add1(61); print(p1 < p2)	True