

## Lab Report – 02

1. Write a Python class Employee with attributes like emp\_id, emp\_name, emp\_salary, and emp\_department and methods like calculate\_emp\_salary, emp\_assign\_department, and print\_employee\_details.

**Sample Employee Data:**

"ADAMS", "E7876", 50000, "ACCOUNTING"

"JONES", "E7499", 45000, "RESEARCH"

"MARTIN", "E7900", 50000, "SALES"

"SMITH", "E7698", 55000, "OPERATIONS"

- Use 'assign\_department' method to change the department of an employee.
- Use 'print\_employee\_details' method to print the details of an employee.
- Use 'calculate\_emp\_salary' method takes two arguments: salary and hours\_worked, which is the number of hours worked by the employee. If the number of hours worked is more than 50, the method computes overtime and adds it to the salary. Overtime is calculated as following formula:

**$\text{overtime} = \text{hours\_worked} - 50$**

**$\text{Overtime amount} = (\text{overtime} * (\text{salary} / 50))$**

**Code:**

```
class Employee:
```

```
    """Class to represent an employee."""
```

```
    def __init__(self, emp_id, emp_name, emp_salary, emp_department):
```

```
        """Initialize the employee object."""
```

```
        self.emp_id = emp_id
```

```
        self.emp_name = emp_name
```

```
        self.emp_salary = emp_salary
```

```
        self.emp_department = emp_department
```

```
def calculate_emp_salary(self, hours_worked):  
    """Calculate the employee's salary, including overtime pay if applicable."""  
    overtime = max(hours_worked - 50, 0)  
    overtime_pay = overtime * (self.emp_salary / 50)  
    total_salary = self.emp_salary + overtime_pay  
    return total_salary  
  
def emp_assign_department(self, new_department):  
    """Assign the employee to a new department."""  
    self.emp_department = new_department  
  
def print_employee_details(self):  
    """Print the employee's details to the console."""  
    print(f"Employee ID: {self.emp_id}")  
    print(f"Employee Name: {self.emp_name}")  
    print(f"Employee Salary: {self.emp_salary}")  
    print(f"Employee Department: {self.emp_department}")
```

**2. Write a Python class BankAccount with attributes like account\_number, balance, date\_of\_opening and customer\_name, and methods like deposit, withdraw, and check\_balance.**

**Code:**

```
class BANKACCOUNT:  
    def __init__(self,account_no,balance,date_of_opening,customer_name):  
        self.account_no=account_no  
        self.balance=balance
```

```
self.date_of_opening=date_of_opening
self.customer_name=customer_name
def Account_detail(self):
    print("Customer name :",self.customer_name)
    print("Account no :",self.account_no)
    print("Account opening date :",self.date_of_opening)
    print("Account Balance :",self.balance)
def Deposit(self,damount):
    Total_balance=self.balance+damount
    self.balance=Total_balance
    print("Total balance =",Total_balance)
def withdraw(self,wamount):
    Total_Balance=self.balance-wamount
    self.balance=Total_Balance
    print("Total balance =",Total_Balance)
def Check_balance(self):
    print("Your Total Balance is :",self.balance)
B=BANKACCOUNT(3730, 50000,"2-09-2023","Maroof Baloch")
B.Account_detail()
print("What you want to do press 1 for withdrawl 2 for deposit and 3 for checking balance")
a=int(input())
if(a==1):
    print("how much amount you want to withdraw ")
    b=int(input())
    B.withdraw(b)
    B.Account_detail()
elif(a==2):
    print("how much you want to deposit ")
```

```
    am=int(input())
    B.Deposit(am)
    B.Account_detail()
elif(a==3):
    B.Check_balance()
    B.Account_detail()
else:
    print("Wrong choice please select from 1,2or3")
```