

## Course: Introduction to Programming Using Python

### **Module 9. Object-Oriented Programming**

#### **Topic. Inheritance. Part 4**

##### **Task 1**

Create a Device class containing information about a device.

Use inheritance to implement a CoffeeMachine class (contains info about a coffee machine), a Blender class (contains info about a blender), a MeatGrinder class (contains info about a meat grinder).

Each class must have the required methods.

##### **Task 2**

Create a Ship class containing information about a ship.

Use inheritance to implement a Frigate class (contains info about a frigate), a Destroyer class (contains info about a destroyer), a Cruiser class (contains info about a cruiser).

Each class must have the required methods.

## Task 3

Create a Money class for working with money (the class object operates with one currency).

The class must provide a field for storing an integer part (dollars, euros, hryvnias, etc.) and a field for storing a fractional part (cents, euro cents, kopecks, etc.)

Implement methods for printing amounts and setting values for parts (integer and fractional).

Based on the Money class, create a Product class. Implement a method that allows you to decrease the price by a specified number.

Implement methods and fields required for each class.