

## Course: Introduction to Programming Using Python

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

#### **Topic. Classes. Objects. Constructors. Method Overloading. Part 2**

##### **Task 1**

Supplement the Human class with a constructor, as well as the required overloaded methods.

##### **Task 2**

Supplement the City class with a constructor, as well as the required overloaded methods.

##### **Task 3**

Supplement the Country class with a constructor, as well as the required overloaded methods.

##### **Task 4**

Supplement the Fraction class with a constructor, as well as the required overloaded methods.

##### **Task 5**

Implement a class Clock. Store the following in it: power type, manufacturer, year of manufacture, price, type (digital, tabletop, wall, regulator, etc.) Implement a constructor and class methods to input and output data, as well as other operations. Use method overloading.

## Task 6

Implement a class Website. Store the following in it: website name, address, description. Implement a constructor and class methods to input and output data, as well as other operations. Use method overloading.