Practical No 07

c) Create a class called Numbers, which has a single class attribute called

MULTIPLIER, and a constructor which takes the parameters x and y (these should

all be numbers).

i. Write a method called add which returns the sum of the attributes x and y.

ii. Write a class method called multiply, which takes a single number

parameter a and returns the product of a and MULTIPLIER.

iii. Write a static method called subtract, which takes two number parameters, b

and c, and returns b - c.

iv. Write a method called value which returns a tuple containing the values of x

and y. Make this method into a property, and write a setter and a deleter for

manipulating the values of x and y.

class Numbers:

MULTIPLIER=3

def \_\_init\_\_(self,x,y):

self.x=x

self.y=y

def add(self):

return self.x+self.y

@classmethod

def multiply(cls,a):

return cls.MULTIPLIER\*a

@staticmethod

def subtract(b,c):

return b-c

@property

def value(self):

return(self.x,self.y)

@value.setter

def value(self,xy\_tuple):

self.x,self.y=xy\_tuple

@value.deleter

def value(self):

del self.x

del self.y

T=Numbers(2,4)

print(T.add())

print(T.multiply(2))

print(Numbers.subtract(4,3))