**ASSIGNMENT-9**

**Classes and Modules II**

In last assignment we have practised to declare classes, initialize variables and define methods for performing operations on data.

Let’s dig the python OOPs concept deeper.

1. Create a class Animal as a base class and define method animal\_attribute. Create another class Tiger which is inheriting Animal and access the base class method.
2. What will be the output of following code.

**class** **A**:  
 **def** **f**(self):  
 **return** self**.**g()  
  
 **def** **g**(self):  
 **return** 'A'  
  
**class** **B**(A):  
 **def** **g**(self):  
 **return** 'B'  
  
a **=** A()  
b **=** B()  
**print** a**.**f(), b**.**f()  
**print** a**.**g(), b**.**g()

1. Create a class Cop. Initialize its name, age , work experience Define methods to display and update the following details. Create another class Mission which extends the class Cop.

Define method add\_mission \_details. Select an object of Cop and access methods of base class to get information for a particular cop and make it available for mission.

1. Create a class Shape.Initialize it with length and breadth Create the method Area. Create class rectangle and square which inherits shape and access the method Area.