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[ ]: #global variable in class
'''
class animal:
    message="Your name is " # this is a global variable for the class
'''

#concept of constructor
''' def __init__(self,passed_parameter):
    self.parameter_copied_to = passed_parameter
'''

class Marks:
    def __init__(self,message):
        self.msg=message

    def marks(self):
        marks='70'
        print(self.msg+marks)

    def computer(self):
        marks='60'
        print(self.msg+marks)

message="Your marks is: "
m=Marks(message)
m.marks()
m.computer()
```

Your marks is: 70

Your marks is: 60

```
[ ]: #temperature converter: celcius to fahrenheit, fahrenheit to celcius
#ask user for temperature value and also for unit
#convert to vice versa

class calculator:
    def __init__(self,temp:float,unit:str):
        self.temp=temp
        self.unit=unit
```

```

def cel_to_fah(self):
    x= (self.temp * 9/5) + 32
    print(x)
def fah_to_cel(self):
    y= (self.temp - 32) * 5/9
    print(y)
def convert(self):
    if self.unit=="c":
        self.cel_to_fah()
    else:
        self.fah_to_cel()
def main():
    units=['c','f']
    val=int(input("Enter the temperature"))
    unit=input("Enter the unit")
    if unit.lower() in units:
        cal:calculator=calculator(val,unit)
        cal.convert()
    else:
        print("Invalid unit")

if __name__=="__main__":
    main()

```

Enter the temperature-40
 ENter the unitc
 -40.0