

class Car:

```
def __init__(self, color: str, price: float, size: str):  
    self.__color = color  
    self.__price = price  
    self.__size = size.upper()
```

```
def get_color(self):
```

```
    return self.__color
```

```
def get_price(self):
```

```
    return self.__price
```

```
def get_size(self):
```

```
    return self.__size
```

```
def set_color(self, color: str):
```

```
    self.__color = color
```

```
def set_price(self, price: float):
```

```
    self.__price = price
```

```
def set_size(self, size: str):
```

```
    self.__size = size.upper()
```

```
def __str__(self):
```

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```
s = {'S': 'small', 'M': 'medium', 'L': 'large'}
```

```
return f"Car ({self.__color}) - P{self.__price:.2f} - {s.get(self.__size)}"
```

```
def main():
```

```
    print("Action: Invoking the Car class constructor using Car('red', 19999.85, 'M').")
```

```
    car1 = Car("red", 19999.85, "m")
```

```
    print("Output:")
```

```
    print(car1)
```

```
print("\nAction: Invoking the Car class constructor using Car('blue', 50000.00, 'L').")
```

```
car2 = Car("blue", 50000.00, "l")
```

```
print("Output:")
```

```
print(car2)
```

```
print("\nAction: Invoking the Car class constructor using Car('green', 12345.67, 'S').")
```

```
car3 = Car("green", 12345.67, "s")
```

```
print("Output:")
```

```
print(car3)
```

```
if __name__ == "__main__":
```

```
    main()
```

Sample Output

Compile Result

Action: Invoking the Car class constructor using Car('red', 19999.85, 'M').

Output:

Car (red) - P19999.85 - medium

Action: Invoking the Car class constructor using Car('blue', 50000.00, 'L').

Output:

Car (blue) - P50000.00 - large

Action: Invoking the Car class constructor using Car('green', 12345.67, 'S').

Output:

Car (green) - P12345.67 - small

[Process completed - press Enter]