

Inspiring Excellence

Course Code:	CSE111
Course Title:	Programming Language II
Lab No:	09
Topic:	OOP (Class variable and class method)
Number of tasks:	5

We know that Nike is opening their official outlets in Bangladesh. So let's construct a NikeBangladesh class so that they can keep track of their inventory and sales here,

Hint:

productSold()/restockProducts(): takes in a dictionary with product name and quantity, and updates the instance and class variables accordingly

Write the **Player** class so that the given code provides the expected output.

[You are not allowed to change the code below]

# Write your code here print("Total number of players:", Player.total) print("") p1 = Player() p1.set_name("Neymar") p1.set_team("Brazil") print(p1.player_detail()) print('============") Player.info() print("") p2 = Player("Ronaldo") p2.set_number(7) p2.set_team("Portugal") print(p2.player_detail()) print('==========") Player.info()	Output: Total number of players: 0
	Player Name: Neymar Jersey Number: 10 Country: Brazil
	Total number of players: 1 Players enlisted so far: Neymar
	Player Name: Ronaldo Jersey Number: 7 Country: Portugal
	Total number of players: 2 Players enlisted so far: Neymar, Ronaldo
print("") p3 = Player("Messi") p3.set_team("Argentina")	Player Name: Messi Jersey Number: 10 Country: Argentina
print(p3.player_detail()) print('==========') Player.info() print("") p4 = Player("Mbappe", 10, "France") print(p4.player_detail()) print('=========') Player.info()	Total number of players: 3 Players enlisted so far: Neymar, Ronaldo, Messi
	Player Name: Mbappe Jersey Number: 10 Country: France ====================================

Write the SultansDine class so that the given code provides the expected output.

[You are not allowed to change the code below]

# Write your code here SultansDine.details() print('#################") dhanmondi = SultansDine('Dhanmondi') dhanmondi.sellQuantity(25)	Output: Total Number of branch(s): 0 Total Sell: 0 Taka ###################################
dhanmondi.branchInformation() print('') SultansDine.details() print('==========') baily_road = SultansDine('Baily Road') baily_road.sellQuantity(15) baily_road.branchInformation() print('') SultansDine.details() print('=========')	Total Number of branch(s): 1 Total Sell: 10000 Taka Branch Name: Dhanmondi, Branch Sell: 10000 Taka Branch consists of total sell's: 100.00%
	Branch Name: Baily Road Branch Sell: 5250 Taka
	Total Number of branch(s): 2 Total Sell: 15250 Taka Branch Name: Dhanmondi, Branch Sell: 10000 Taka Branch consists of total sell's: 65.57% Branch Name: Baily Road, Branch Sell: 5250 Taka Branch consists of total sell's: 34.43%
gulshan = SultansDine('Gulshan') gulshan.sellQuantity(9) gulshan.branchInformation()	Branch Name: Gulshan Branch Sell: 2700 Taka
print('') SultansDine.details()	Total Number of branch(s): 3 Total Sell: 17950 Taka Branch Name: Dhanmondi, Branch Sell: 10000 Taka Branch consists of total sell's: 55.71% Branch Name: Baily Road, Branch Sell: 5250 Taka Branch consists of total sell's: 29.25% Branch Name: Gulshan, Branch Sell: 2700 Taka Branch consists of total sell's: 15.04%

Subtaks:

- 1. Create SultansDine class
- 2. Create 2 class variable and 1 class list
- 3. Create 1 class method
- 4. Calculation of branch sell is given below

- a. If sellQuantity < 10:
 - i. Branch sell = quantity * 300
- b. Else if sellQuantity < 20:
 - i. Branch sell = quantity * 350
- c. Else
 - i. Branch sell = quantity * 400
- 5. Calculation of branch's sell percentage = (branch's sell / total sell) * 100

```
1
   class FinalT6A:
2
       temp = 3
4
       def init (self, x, p):
5
           self.sum, self.y = 0, 2
           FinalT6A.temp += 3
6
7
           self.y = self.temp - p
8
           self.sum = self.temp + x
           print(x, self.y, self.sum)
11
       def methodA(self):
12
           x, y = 0, 0
13
           y = y + self.y
14
           x = self.y + 2 + self.temp
15
           self.sum = x + y + self.methodB(self.temp, y)
16
           print(x, y, self.sum)
18
       def methodB(self, temp, n):
19
           x = 0
20
           FinalT6A.temp += 1
```

21	<pre>self.y = self.y + (FinalT6A.temp)</pre>	
22	FinalT6A.temp -= 1	
23	x = x + 2 + n	
24	self.sum = self.sum + x + self.y	
25	<pre>print(x, self.y, self.sum)</pre>	
26	return self.sum	

q1 = FinalT6A(2,1)	x	у	sum
q1.methodA()			
q1.methodA()			

```
1
   class msgClass:
       def __init__(self):
3
          self.content = 0
4
   class Quiz3:
       x = 0
       def __init__(self, k = None):
           self.sum, self.y = 0, 0
8
           if k is None:
10
               self.sum = 5
11
               Quiz3.x = 2
```

```
12
                self.y = 2
13
           else:
                self.sum = self.sum + k
14
15
                self.y = 3
16
               Quiz3.x += 2
17
       def methodA(self):
18
           x = 1
19
           y = 1
20
           msg = [None]
           myMsg = msgClass()
21
22
           myMsg.content = Quiz3.x
23
           msg[0] = myMsg
24
           msg[0].content = self.y + myMsg.content
           self.y = self.y + self.methodB(msg[0])
25
26
           y = self.methodB(msg[0]) + self.y
27
           x = y + self.methodB(msg, msg[0])
28
           self.sum = x + y + msg[0].content
29
           print(x, y, self.sum)
30
       def methodB(self, *args):
31
           if len(args) == 2:
32
               mg2, mg1 = args
33
                x = 2
34
                self.y = self.y + mg2[0].content
35
               mg2[0].content = self.y + mg1.content
```

36	x = x + 2 + mg1.content		
37	self.sum = self.sum + x + self.y		
38	mg1.content = self.sum - mg2[0].content		
39	<pre>print(Quiz3.x, self.y, self.sum)</pre>		
40	return self.sum		
41			
42	elif len(args) == 1:		
43	mg1, = args		
44	x = 1		
45	y = 2		
46	y = self.sum + mg1.content		
47	self.y = y + mg1.content		
48	x = Quiz3.x + 5 + mg1.content		
49	self.sum = self.sum + x + y		
50	Quiz3.x = mg1.content + x + 3		
51	<pre>print(x, y, self.sum)</pre>		
52	return y		

a1 = Quiz3()	х	у	sum
a2 = Quiz3(5)			
<pre>msg = msgClass()</pre>			
al.methodA()			
a2.methodB(msg)			