

1. Write a program to adding temperature with OOP and Magic method (\_\_add\_\_)

```
1
2 class temperature:
3
4     def __init__(self, celsius=None):
5         self.celsius = celsius
6
7     def __add__(self, x):
8         temp = temperature()
9         temp.celsius = self.celsius + x.celsius
10        return temp
11
12
13    def __str__(self):
14        return 'Temperature: '+str(self.celsius)+' C'
15
16
17 if __name__ == "__main__":
18     t1 = temperature(30)
19     t2 = temperature(42)
20     t3 = t1 + t2
21     print(t1)
22     print(t2)
23     print(t3)
```

## Output

```
Temperature: 30 C
Temperature: 42 C
Temperature: 72 C
```

2. Write a program to calculate total distance (foot + inch) with OOP and Magic Method

```
1 class distance:
2     def __init__(self, x=None, y=None):
3         self.ft = x
4         self.inch = y
5
6     def __add__(self, x):
7         temp = distance()
8         temp.ft = self.ft+x.ft
9         temp.inch = self.inch+x.inch
10
11         if temp.inch >= 12:
12             temp.ft += 1
13             temp.inch -= 12
14         return temp
15
16     def __str__(self):
17         return 'ft:'+str(self.ft)+' in: '+str(self.inch)
18
19 if __name__ == "__main__":
20     d1 = distance(4, 10)
21     d2 = distance(2, 6)
22     d3 = d1 + d2
23     print(d1)
24     print(d2)
25     print(d3)
26
```

## Output

```
ft:4 in: 10
ft:2 in: 6
ft:7 in: 4
```

3. Write a program to compare temperature of two city to find which one colder using Magic method

```
1 class temperature:
2     def __init__(self, celsius=None):
3         self.celsius = celsius
4
5     def __ge__(self, x):
6         if(x.celsius >= self.celsius):
7             return False
8         else:
9             return True
10
11     def __str__(self):
12         return 'Temperature: '+str(self.celsius)+' C'
13
14 if __name__ == "__main__":
15     t1 = temperature(52)
16     t2 = temperature(44)
17     print(t1)
18     print(t2)
19     print('T1 >= T2: ' + str(t1 >= t2))
20
```

## Output

```
Temperature: 52 C
Temperature: 44 C
T1 >= T2: True
```