Factorial program using functions:

1/p - def fun(n):

fact = 1

for in range (1, n+1):

fact *=1

setwen fact;

Poilnt('factorial of 10 is ', fun(10))

ofp-factorial of 10 is 3628800

to find A program for the number of digits:

1/p - n=int (input ("Enter the number:")

Count = 0

while (n >0):

count = count +1

n=n//10 Point ('the number of digits in the no.', count)

elieut trat defines a su

0/p - Enter the number = 45987 The number of digits in the number: 5 OBJECT-ORIENTED PROGRAM (OOP): 68

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This is a method of structuring a progra by bundling related proporties and behave -ours ento individual objects.

The object contains data like the naw or Preprocessed materials at each step on a assembly line, and behaviour like the action each assembly line component of p-factorial of 10 Performs.

OOP TERMINOLOGY:

CLASS: A user-defined prototype for an Object that defines a set of attributes that characterize any object of the dass class the attributes are data members (class variable and instance variables) and methods, accessed via dot notation.

CLASS VARIABLE: A variable that is shared by all instances of a class class variables are defined with in a class but outside so any of the class methods class variables are not used as frequently as instance variables are

DATA MEMBER: A class variable or instance variable that holds data associated with a class and its objects.

A special kind of function that is

FUNCTION OVERLOPDING: The assignment of more than one behavior to a particular function. The operation performed varies by the types of objects or arguments involved.

INSTANCE VARIABLE: A variable that is defined inside a method and belongs only to the current instance of a class.

INHERITANCE: The transfer of the characteristics of a class to the other classes that are derived from it.

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43

INSTANCE: An individual object of a certain class. An object obj that belongs to a class circle, for example, is an instance of the class circle

INSTANTIATION: The creation of an instance of a class.

METHOD: A special kind of function that is defination defined in a class function.

OBJECT: 1) unique instance of a data structu--re that's defined by its class. An object compress both data members (class variables and instance variables) and methods.

OPERATOR OVERLOADING: The assignment of more than one function to a particular operator

HERITANCE: The Leanifer of the characteris

is of a class to the other classes that

out destrict from its of the

JETANCE VARIABLES A VANLANCE HECK

Pomyfunc () O/p - Hello my name is PAVANI To modify object properties: (72)



object nothod.

ilp - class pouson;

class person:

def_init_ (self, name, age):

self-name = name

self.age = age

des myfunc(self):

Prelint ("Hello, my name is "+self-nam

P1 = person ("PAVANI", 23)

olest - Entre (self, name, dige):

P1. age = 24 Print (PI. name) Print (PI. age)

OP PAVANI 24

self-age = age

somer - man . Du

det ray anc (sell): Parint ("Hello my name is "+ self-

PE PERSON ("PAVANI", 24)

Hello ray name is PAVANI

Proupleme ()

1/p - class care:

def_init_ (self, b, m, e,d,f):

self.brand = b

self.model = m

self.color = c

self.door = d

self.fuel_type = f

def update-color (self, e): self.color = c

def update_fuel_type (self, f):

if (self.fuel_type == 'petrol'):

self.fuel_type = f

else:

Polnt ("Exit")

h=car("Benz", "320d", "Black", '4", 'petrol')
h-color

Of - Black

h= car ("Benz", "320d", "Black", "4", "petrol")
h. doors

74 O/P - "4" h = car ("Benz", "320d", "Black", "4", "petrol") self-model = m. b. breand self-celer a c to - rook. His

O/p - Benz

culture, type = . h= car("Benz", "320d", "Black", "4", "petrol") h. fuel-type silf-idec = c

Ofp-"Petrol"

h=car("Benz", "3200", "Black", "4", "petrol") h. model Steven Stevenson

Pelat ("Exit")

0/p - "320d"

b= car (Bens), "320d", "Black", "4" Peth 3")

bether

he copt ("Berte", "stock", "Black", "h", "pottol")

H. deers

of - Black