# **Name: Abdurrahman Qureshi**

# **Roll No: 242466**

Practical No: 10

**1) Write a Python program to demonstrate the concept of packages and modules. Create a self-defined package containing at least three different classes, each in a separate module. Then, import and use these classes in another program. Explain the steps and code of the program in your own words.**

**Hint :**

**code structure is below**

**mypackage/**

**│── \_\_init\_\_.py**

**│── module1.py  (contains functions)**

**│── module2.py   (contains functions)**

**│── module3.py   (contains function3)**

Directory Structure:

mod/ # The package directory

│── \_\_init\_\_.py # Initializes the package

│── emp.py # Module for Employee class

│── game.py # Module for Game class

│── spl.py # Module for Specialists class

emp.py:

class employee:

def \_\_init\_\_(self, name, dept, sal):

self.name = name

self.dept = dept

self.sal = sal

def put\_data(self):

print("Employee Name: " , self.name)

print("Employee Department: " , self.dept)

print("Employee Salary: " , self.sal)

Purpose: Defines an employee class to store employee details.

game.py:

class game:

def \_\_init\_\_(self, name, type, dev):

self.name = name

self.type = type

self.dev = dev

def put\_data(self):

print("Game Name: " , self.name)

print("Game Type: " , self.type)

print("Game Developer: " , self.dev)

Purpose: Defines a game class to store game details.

spl.py:

class specialists:

def \_\_init\_\_(self, name, weapon, ability):

self.name = name

self.weapon= weapon

self.ability= ability

def put\_data(self):

print("Specialists Name: " , self.name)

print("Specialists Weapon: " , self.weapon)

print("Specialists Ability: " , self.ability)

****Purpose****: Defines a specialists class to store specialist character details.

\_\_init\_\_.py:

from . import emp

from . import game

from . import spl

Purpose: Makes emp, game, and spl available when importing mypackage.

EXP10.py:

from mod import emp

from mod import game

from mod import spl

print()

e = emp.employee("qarq90", "IT", 25000)

e.put\_data()

print()

g = game.game("Read Dead Redemption 2", "Open World", "Rockstar")

g.put\_data()

print()

s = spl.specialists("Spectre", "Ripper", "Active Camo")

s.put\_data()

* Imports the package modules (emp, game, spl).
* Creates instances of employee, game, and specialists.
* Calls put\_data() to print details.

OUTPUT:







