GITHUB LINK: https://github.com/revathiatchi/NeuralAssignment3.git

RECORDINGLINK:

 $\underline{https://github.com/revathiatchi/NeuralAssignment3/assets/156601745/599e0320-5310-4eb1-9aa8-fdd4baa0fd10}$

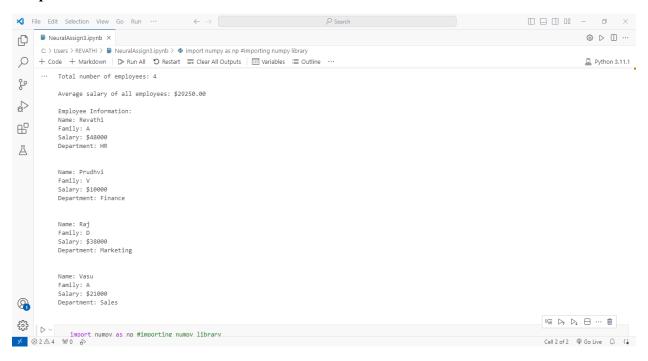
- 1) Create a class Employee and then do the following: -
- Create a data member to count the number of Employees.
- Create a constructor to initialize name, family, salary, department.
- Create a function to average salary.
- Create a Fulltime Employee class and it should inherit the properties of Employee class.
- Create the instances of Fulltime Employee class and Employee class and call their member functions.

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                     num_employees = 0 #Creating a data member to count the number of Employees.
def __init__(self, name, family, salary, department): #Creating a constructor to initialize name, family, salary, department
                        self.name = name
self.family = family
B
                        self.salary = salary
self.department = department
Д
                      Employee.num_employees += 1 #Count the employees
                    @staticmethod
                    def average_salary(employees): #Creating a function to average salary.
                        total_salary = sum(employee.salary for employee in employees) return total_salary / len(employees) if len(employees) > 0 else 0
                    def display_employee_info(self):
                       print(f"Family: {self.family}")
print(f"Salary: ${self.salary}"
                       print(f"Department: {self.department}")
                 class FulltimeEmployee(Employee): #Creating a Fulltime Employee class and it should inherit the properties of Employee class
                    def __init__(self, name, family, salary, department):
    super().__init__(name, family, salary, department)
                    def display_employee_info(self):
    super().display_employee_info()
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                # Create instances of Employee class
```

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                                                                                                                                                                                         Python 3.11.1
                 # Create instances of Employee class
employee1 = Employee("Revathi", "A", 48000, "HR")
employee2 = Employee("Prudhvi", "V", 10000, "Finance")
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                 # Create instances of FulltimeEmployee class
fulltime_employee1 = FulltimeEmployee("Raj", "D", 38000, "Marketing")
fulltime_employee2 = FulltimeEmployee("Vasu", "A", 21000, "Sales")
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                  # Calculate the average salary of all employees
 Д
                 all_employees = [employee1, fulltime_employee2] avg_salary = Employee.average_salary(all_employees)
                  # Print the number of employees and the average salary
                 print(f"Total number of employees: {Employee.num_employees}\n")
print(f"Average salary of all employees: ${avg_salary:.2f}\n")
                  # Call member functions to display employee information
                  print("Employee Information:
                  employee1.display_employee_info()
                  print("\n")
                   employee2.display_employee_info()
                  fulltime_employee1.display_employee_info()
                  fulltime_employee2.display_employee_info()
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       ··· Total number of employees: 4
 555
             Average salary of all employees: $29250.00
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```

Output:-



2) Using NumPy create random vector of size 20 having only float in the range 1-20. Then reshape the array to 4 by 5 Then replace the max in each row by 0 (axis=1) (you can NOT implement it via for loop)

```
import numpy as np #importing numpy library

x=np.arange(1,21,dtype=float) #Using NumPy create random vector of size 20 having only float in the range 1-20
print("Numbers range from 1 to 20:- \n", x)

y=x.reshape(4,5) #reshape the array to 4 by 5
print("\nReshape:- \n", y)

z=np.where(np.isin(y, y.max(axis=1)), 0, y) #replace the max in each row by 0 (axis=1)
print("\nReplace max value with 0:- \n", z)

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```

Output:-

