## LAB ASSIGNMENT 14

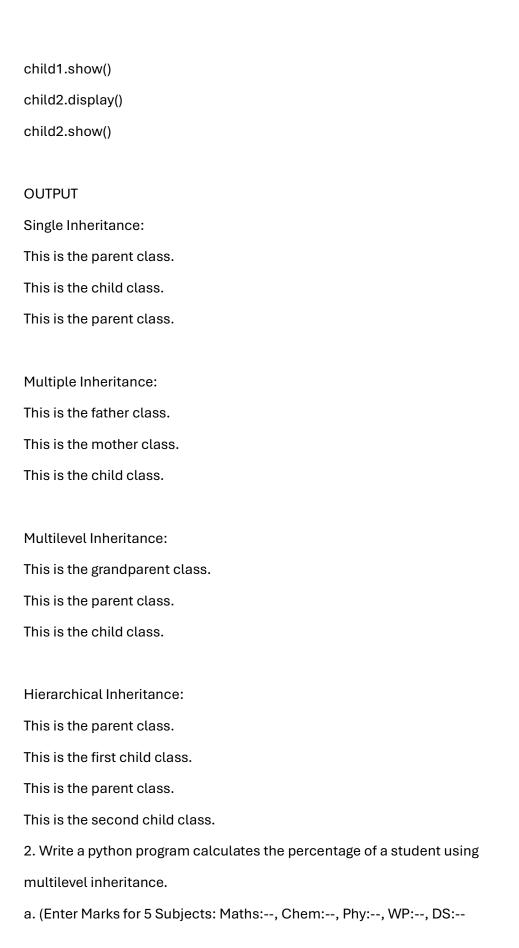
## U24CS076

## **RUSHANG BAGADA**

1. Write a python programs that illustrate how the following forms of
inheritance are supported:
a. Single inheritance
b. Multiple inheritance
c. Multilevel inheritance
d. Hierarchical inheritance
# a. Single inheritance
class Parent:
def display(self):
print("This is the parent class.")
class Child(Parent):
def show(self):
print("This is the child class.")
# Creating objects
print("Single Inheritance:")
parent = Parent()
child = Child()
parent.display()
child.show()
child.display()

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# b. Multiple inheritance
class Father:
  def display(self):
    print("This is the father class.")
class Mother:
  def show(self):
    print("This is the mother class.")
class Child(Father, Mother):
  defintroduce(self):
    print("This is the child class.")
print("\nMultiple Inheritance:")
child = Child()
child.display()
child.show()
child.introduce()
# c. Multilevel inheritance
class Grandparent:
  def greet(self):
    print("This is the grandparent class.")
class Parent(Grandparent):
  def display(self):
    print("This is the parent class.")
```

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class Child(Parent):
  def show(self):
    print("This is the child class.")
print("\nMultilevel Inheritance:")
child = Child()
child.greet()
child.display()
child.show()
# d. Hierarchical inheritance
class Parent:
  def display(self):
    print("This is the parent class.")
class Child1(Parent):
  def show(self):
    print("This is the first child class.")
class Child2(Parent):
  def show(self):
    print("This is the second child class.")
print("\nHierarchical Inheritance:")
child1 = Child1()
child2 = Child2()
child1.display()
```



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, b. Percentage of a student : —)
class Student:
  def __init__(self, name):
    self.name = name
class Marks(Student):
  def __init__(self, name, marks):
    super().__init__(name)
    self.marks = marks
class Percentage(Marks):
  def calculate_percentage(self):
   total = sum(self.marks.values())
    percentage = (total / 500) * 100
    return percentage
# Input marks for 5 subjects
marks = {
  "Maths": int(input("Enter marks for Maths: ")),
  "Chemistry": int(input("Enter marks for Chemistry: ")),
  "Physics": int(input("Enter marks for Physics: ")),
  "Web Programming": int(input("Enter marks for Web Programming: ")),
  "Data Structures": int(input("Enter marks for Data Structures: "))
}
student = Percentage("John Doe", marks)
print(f"\nPercentage of {student.name}: {student.calculate_percentage()}%")
OUTPUT:
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Enter marks for Maths: 56
Enter marks for Chemistry: 45
Enter marks for Physics: 78
Enter marks for Web Programming: 96
Enter marks for Data Structures: 55
Percentage of John Doe: 66.0%
3. Write a Python program to create a class Vehicle, Twowheeler and
Fourwheeler. Then, derive classes Car and Scooter from it to illustrate the
multiple inheritance.
class Vehicle:
 def __init__(self, name):
   self.name = name
class TwoWheeler(Vehicle):
 def __init__(self, name, type):
   super().__init__(name)
   self.type = type
class FourWheeler(Vehicle):
 def __init__(self, name, type):
   super().__init__(name)
   self.type = type
class Car(FourWheeler):
 def details(self):
    print(f"Car Name: {self.name}, Type: {self.type}")
```

```
class Scooter(TwoWheeler):
  def details(self):
    print(f"Scooter Name: {self.name}, Type: {self.type}")
car = Car("Honda City", "Sedan")
scooter = Scooter("Activa", "Scooter")
print("Vehicle Details:")
car.details()
scooter.details()
OUTPUT:
1. Details: Car x1 Red 20000
Car max speed is 240
Car change 7 gear
2. Details: Truck x1 white 75000
Vehicle max speed is 150
Vehicle change 6 gear
4. Write a python program to illustrate polymorphism using this example.
class Vehicle:
  def details(self, name, color, price):
    print(f"Details: {name} {color} {price}")
  def max_speed(self):
    print("Vehicle max speed is 150")
```

```
def change_gear(self):
    print("Vehicle changes 6 gears")
class Car(Vehicle):
  def max_speed(self):
   print("Car max speed is 240")
  def change_gear(self):
   print("Car changes 7 gears")
class Truck(Vehicle):
  pass
# Polymorphism in action
car = Car()
truck = Truck()
print("Car:")
car.details("Car", "Red", 20000)
car.max_speed()
car.change_gear()
print("\nTruck:")
truck.details("Truck", "White", 75000)
truck.max_speed()
truck.change_gear()
```

Vehicle Details:

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Car Name: Honda City, Type: Sedan
Scooter Name: Activa, Type: Scooter
OUTPUT:
Car:
Details: Car Red 20000
Car max speed is 240
Car changes 7 gears
Truck:
Details: Truck White 75000
Vehicle max speed is 150
Vehicle changes 6 gears
5. Write a python program to create two classes CAT and DOG. They share a
similar structure and have the same method names Info() and Make_sound().
class Cat:
 def info(self):
   print("I am a cat. I like to meow.")
 def make_sound(self):
    print("Meow!")
class Dog:
 def info(self):
   print("I am a dog. I like to bark.")
 def make_sound(self):
   print("Woof!")
```

```
# Polymorphism in action
animals = [Cat(), Dog()]

for animal in animals:
    animal.info()
    animal.make_sound()

OUTPUT:
I am a cat. I like to meow.
Meow!
I am a dog. I like to bark.
Woof!
```