**Day-8 Evening Assessment**

**1. Employee Salary with Bonus Logic**  
class Employee:  
   def \_\_init\_\_(self, name, base\_salary):  
       self.\_\_name = name  
       self.\_\_salary = base\_salary  
  
   def add\_bonus(self, bonus):  
       if bonus < 0:  
           raise ValueError("Bonus cannot be negative.")  
       self.\_\_salary += bonus  
  
   def get\_details(self):  
       return f"Employee: {self.\_\_name}, Salary: {self.\_\_salary}"  
  
emp = Employee("Alice", 50000)  
emp.add\_bonus(5000)  
print(emp.get\_details())

o/p: Employee: Alice, Salary: 55000

-\_\_name and \_\_salary are private attributes.

-It adds a bonus if it’s valid.

-Returns the employee data.

**2. Validated Bank Account with Deposit and Withdraw**  
class BankAccount:  
   def \_\_init\_\_(self, owner, balance):  
       self.\_\_owner = owner  
       self.\_\_balance = balance  
  
   def deposit(self, amount):  
       if amount <= 0:  
           raise ValueError("Invalid deposit amount.")  
       self.\_\_balance += amount  
  
   def withdraw(self, amount):  
       if amount > self.\_\_balance:  
           raise ValueError("Insufficient funds.")  
       self.\_\_balance -= amount  
  
   def get\_balance(self):  
       return self.\_\_balance  
  
acc = BankAccount("John", 1000)  
acc.deposit(500)  
acc.withdraw(200)  
print("Balance:", acc.get\_balance())

o/p: Balance: 1300

-Validates deposit and withdrawal amounts.

-Throws exceptions for invalid input.

-Uses private fields for owner and balance.

**3. Encapsulation with Password Protection**  
class User:  
   def \_\_init\_\_(self, username, password):  
       self.\_\_username = username  
       self.\_\_password = password  
  
   def authenticate(self, input\_password):  
       return self.\_\_password == input\_password  
  
   def get\_username(self):  
       return self.\_\_username  
  
user = User("admin", "12345")  
print(user.authenticate("12345"))  
print(user.authenticate("abc"))

o/p: True

False

-self.\_\_username and self\_\_password are attributes.

-Stores username and password privately.

-Allows checking the password via authenticate().

**4. Encapsulated Stock Portfolio Tracker**  
class StockPortfolio:  
   def \_\_init\_\_(self):  
       self.\_\_stocks = {}  
  
   def add\_stock(self, symbol, quantity):  
       if quantity <= 0:  
           raise ValueError("Invalid quantity.")  
       self.\_\_stocks[symbol] = self.\_\_stocks.get(symbol, 0) + quantity  
  
   def remove\_stock(self, symbol, quantity):  
       if symbol not in self.\_\_stocks or self.\_\_stocks[symbol] < quantity:  
           raise ValueError("Not enough stock to remove.")  
       self.\_\_stocks[symbol] -= quantity  
  
   def get\_holdings(self):  
       return self.\_\_stocks  
  
portfolio = StockPortfolio()  
portfolio.add\_stock("AAPL", 10)  
portfolio.add\_stock("TSLA", 5)  
portfolio.remove\_stock("AAPL", 5)  
print(portfolio.get\_holdings())

o/p: {'AAPL': 5, 'TSLA': 5}

-Manages a dictionary of stock holdings.

-Ensures quantity is valid when adding/removing.

-Protects \_\_stocks from direct access.

-Returns the \_\_stocks.

-Prints the added and removed \_\_stocks.

**5. Student Grades with Private Data**  
class Student:  
   def \_\_init\_\_(self, name):  
       self.\_\_name = name  
       self.\_\_grades = []  
  
   def add\_grade(self, grade):  
       if not (0 <= grade <= 100):  
           raise ValueError("Invalid grade.")  
       self.\_\_grades.append(grade)  
  
   def get\_average(self):  
       return sum(self.\_\_grades) / len(self.\_\_grades)  
  
student = Student("Emma")  
student.add\_grade(90)  
student.add\_grade(80)  
print(f"Average: {student.get\_average()}")

o/p: Average: 85.0

-add\_grade() validates grade range.

- Calculates average using encapsulated grade list.

-get the average grade.

**6. Property Access with Read/Write Control**  
class Temperature:  
   def \_\_init\_\_(self):  
       self.\_\_celsius = 0  
  
   @property  
   def celsius(self):  
       return self.\_\_celsius  
  
   @celsius.setter  
   def celsius(self, value):  
       if value < -273.15:  
           raise ValueError("Invalid temperature.")  
       self.\_\_celsius = value  
  
temp = Temperature()  
temp.celsius = 25  
print(temp.celsius)

o/p: 25

-@property is used to control how temperature is set and read.

-Prevents setting values below absolute zero.

-prints the temperature.

**7. Smart Lock Device**  
class SmartLock:  
   def \_\_init\_\_(self, pin):  
       self.\_\_pin = pin  
       self.\_\_locked = True  
  
   def unlock(self, input\_pin):  
       if input\_pin == self.\_\_pin:  
           self.\_\_locked = False  
       else:  
           print("Incorrect PIN")  
  
   def lock(self):  
       self.\_\_locked = True  
  
   def is\_locked(self):  
       return self.\_\_locked  
  
lock = SmartLock("1234")  
lock.unlock("1234")  
print("Locked?", lock.is\_locked())

o/p: Locked? False

-Unlocks only if correct PIN is given.

-Tracks lock state privately.

-Demonstrates encapsulated state management.

**8. Employee Details with Computed Property**  
class Employee:  
   def \_\_init\_\_(self, name, salary):  
       self.\_\_name = name  
       self.\_\_salary = salary  
  
   @property  
   def annual\_salary(self):  
       return self.\_\_salary \* 12  
  
   def get\_name(self):  
       return self.\_\_name  
  
emp = Employee("Sara", 5000)  
print(emp.get\_name(), emp.annual\_salary)

o/p: Sara 60000

-Uses a @property to calculate annual\_salary.

-self.\_\_name and self.\_\_salary are attributes.

-Returns the self\_\_name and gives the employee details and print emp name and salary.

**9. Encapsulated Voting System**  
class VotingMachine:  
   def \_\_init\_\_(self):  
       self.\_\_votes = {}  
  
   def vote(self, candidate):  
       self.\_\_votes[candidate] = self.\_\_votes.get(candidate, 0) + 1  
  
   def result(self):  
       return sorted(self.\_\_votes.items(), key=lambda x: x[1], reverse=True)  
  
vm = VotingMachine()  
vm.vote("Alice")  
vm.vote("Bob")  
vm.vote("Alice")  
print(vm.result())

o/p: [('Alice', 2), ('Bob', 1)]

-Stores vote counts in a dictionary.

-Allows voting and fetching sorted results.

**10. Hotel Room Booking with Access Control**  
class HotelRoom:  
   def \_\_init\_\_(self, room\_no):  
       self.\_\_room\_no = room\_no  
       self.\_\_is\_booked = False  
  
   def book(self):  
       if self.\_\_is\_booked:  
           raise Exception("Room already booked.")  
       self.\_\_is\_booked = True  
  
   def status(self):  
       return "Booked" if self.\_\_is\_booked else "Available"  
  
room = HotelRoom(101)  
room.book()  
print(room.status())

o/p: Booked

-Ensures a room is booked only once.

-Throws an error if already booked.

-Tracks booking status internally.

**11. Payment Interface using Abstraction**  
from abc import ABC, abstractmethod  
  
class Payment(ABC):  
   @abstractmethod  
   def pay(self, amount): pass  
  
class CreditCard(Payment):  
   def pay(self, amount):  
       print(f"Paid ₹{amount} using Credit Card")  
  
class UPI(Payment):  
   def pay(self, amount):  
       print(f"Paid ₹{amount} using UPI")  
  
def checkout(method: Payment, amt):  
   method.pay(amt)  
  
checkout(CreditCard(), 500)  
checkout(UPI(), 200)

o/p: Paid ₹500 using Credit Card

Paid ₹200 using UPI

-Abstract class Payment defines pay() method.  
-CreditCard and UPI implement different payment logic.  
-checkout() works polymorphically.

**12. Abstract Shape Class**  
from abc import ABC, abstractmethod  
  
class Shape(ABC):  
   @abstractmethod  
   def area(self): pass  
  
class Circle(Shape):  
   def \_\_init\_\_(self, radius):  
       self.radius = radius  
  
   def area(self):  
       return 3.14 \* self.radius \* self.radius  
  
sh = Circle(3)  
print("Area:", sh.area())

o/p: Area: 28.259999999999998

-Shape defines an abstract method area().  
-Circle implements it using its radius.

**13. Abstract Animal Sound Generator**  
from abc import ABC, abstractmethod  
  
class Animal(ABC):  
   @abstractmethod  
   def sound(self): pass  
  
class Dog(Animal):  
   def sound(self):  
       print("Woof")  
  
class Cat(Animal):  
   def sound(self):  
       print("Meow")  
  
animals = [Dog(), Cat()]  
for animal in animals:  
   animal.sound()

o/p: Woof

Meow

-Animal is abstract with sound() method.  
-Subclasses implement specific sounds.  
-Demonstrates polymorphism.

**14. Report Generator Template**  
from abc import ABC, abstractmethod  
  
class ReportGenerator(ABC):  
   def generate(self):  
       self.fetch\_data()  
       self.format\_data()  
       self.export()  
  
   @abstractmethod  
   def fetch\_data(self): pass  
  
   @abstractmethod  
   def format\_data(self): pass  
  
   def export(self):  
       print("Exporting as PDF")  
  
class SalesReport(ReportGenerator):  
   def fetch\_data(self):  
       print("Fetching sales data")  
  
   def format\_data(self):  
       print("Formatting data")

-generate() is a fixed sequence.  
-Subclasses implement specific data logic.  
-export() is common for all.

**15. Abstract Logger with Subclasses**  
from abc import ABC, abstractmethod  
  
class Logger(ABC):  
   @abstractmethod  
   def log(self, message): pass  
  
class ConsoleLogger(Logger):  
   def log(self, message):  
       print("Console:", message)  
  
class FileLogger(Logger):  
   def log(self, message):  
       print("Writing to file:", message)  
  
logger = ConsoleLogger()  
logger.log("App started")

o/p: Console: App started

-Abstract Logger interface with log() method.  
-ConsoleLogger and FileLogger provide different outputs.

**16. Interface for Machine Operations**  
from abc import ABC, abstractmethod  
  
class Machine(ABC):  
   @abstractmethod  
   def start(self): pass  
  
   @abstractmethod  
   def stop(self): pass  
  
class Fan(Machine):  
   def start(self):  
       print("Fan started")  
  
   def stop(self):  
       print("Fan stopped")  
  
fan = Fan()  
fan.start()  
fan.stop()

o/p: Fan started

Fan stopped

-Defines start() and stop() methods.  
-Fan class implements them.

**17. Plugin Architecture with ABC**  
from abc import ABC, abstractmethod  
  
class Plugin(ABC):  
   @abstractmethod  
   def execute(self): pass  
  
class SpellCheck(Plugin):  
   def execute(self):  
       print("Checking spelling")  
  
class GrammarCheck(Plugin):  
   def execute(self):  
       print("Checking grammar")  
  
for plugin in [SpellCheck(), GrammarCheck()]:  
   plugin.execute()

o/p: Checking spelling

Checking grammar

-Plugin interface defines execute().  
-Classes like SpellCheck and GrammarCheck define plugin behavior.

**18. Shape Drawing App**  
from abc import ABC, abstractmethod  
  
class Drawable(ABC):  
   @abstractmethod  
   def draw(self): pass  
  
class Rectangle(Drawable):  
   def draw(self):  
       print("Drawing rectangle")  
  
class Triangle(Drawable):  
   def draw(self):  
       print("Drawing triangle")  
  
def render(d: Drawable):  
   d.draw()  
  
render(Rectangle())  
render(Triangle())

o/p: Drawing rectangle

Drawing triangle

-Drawable interface has draw() method.  
-Rectangle and Triangle implement it.  
-render() calls draw() on any drawable object.

**19. Music Player with Interface**  
from abc import ABC, abstractmethod  
  
class MediaPlayer(ABC):  
   @abstractmethod  
   def play(self): pass  
  
class Mp3Player(MediaPlayer):  
   def play(self):  
       print("Playing MP3")  
  
class WavPlayer(MediaPlayer):  
   def play(self):  
       print("Playing WAV")  
  
Mp3Player().play()  
WavPlayer().play()

o/p: Playing MP3

Playing WAV

- MediaPlayer interface defines play().  
-Different formats (MP3, WAV) use same interface.

**20. Data Storage Abstraction**  
from abc import ABC, abstractmethod  
  
class Storage(ABC):  
   @abstractmethod  
   def save(self, data): pass  
  
class Database(Storage):  
   def save(self, data):  
       print(f"Saving to DB: {data}")  
  
class FileSystem(Storage):  
   def save(self, data):  
       print(f"Saving to file: {data}")  
  
def store(storage: Storage, data):  
   storage.save(data)  
  
store(Database(), "Customer Data")  
store(FileSystem(), "Log Data")

o/p: Saving to DB: Customer Data

Saving to file: Log Data

-Storage interface has save() method.  
-Database and FileSystem save data differently.  
-store() uses polymorphism.