

OOP ASSIGNMENTS (Class, Object, Inheritance)

Assignment 1: Student Class

- Create a class Student with attributes: name, grade, roll.
- Add a method to display the information.
- Create 3 objects and print the details.

Assignment 2: Book Class

- Create a class Book with attributes: title, author, pages.
- Add a method to show book details.
- Create 2 objects and call the method.

Assignment 3: Vehicle Inheritance

- Create a base class Vehicle with brand and model.
- Create a child class Car that inherits Vehicle and adds seats attribute.
- Create an object of Car and show details.

Assignment 4: Animal Inheritance

- Create a base class Animal with attribute name.
- Create a child class Dog that adds breed.
- Create objects and print both attributes.

Assignment 5: Product and Cart

- Create a Product class with name and price.
- Create a Cart class that stores multiple products in a list.
- Add a method to calculate total price using a loop.