```
In [5]: class Marks:
            def init (self,mark):
                self.mark = mark
            def add (self,other):
                return Marks(self.mark + other.mark)
        Q1 = Marks(int(input("Quiz 1 (out of 10): ")))
        Q2 = Marks(int(input("Quiz 2 (out of 10): ")))
        Lab = Marks(int(input("Lab (out of 30): ")))
        Mid = Marks(int(input("Mid (out of 20): ")))
        Final = Marks(int(input("Final (out of 30): ")))
        total = Q1 + Q2 + Lab + Mid + Final
        print("Total marks: {}".format(total.mark))
        Quiz 1 (out of 10): 10
        Quiz 2 (out of 10): 10
        Lab (out of 30): 30
        Mid (out of 20): 20
        Final (out of 30): 30
        Total marks: 100
```

```
In [6]: class Teacher:
           def init (self,name,dept):
               self. name = name
               self. dept = dept
               self. lst = []
           def addCourse(self,obj):
               self. lst.append(obj.course)
           def printDetail(self):
               print("======="")
               print("Name:",self. name)
               print("Department:",self. dept)
               print("List of courses")
               print("======="")
               index = 0
               while index<len(self.__lst):</pre>
                  print(self. lst[index])
                   index += 1
               print("======="")
       class Course:
           def __init__(self,course):
               self.course = course
       t1 = Teacher("Saad Abdullah", "CSE")
       t2 = Teacher("Mumit Khan", "CSE")
       t3 = Teacher("Sadia Kazi", "CSE")
       c1 = Course("CSE 110 Programming Language I")
       c2 = Course("CSE 111 Programming Language-II")
       c3 = Course("CSE 220 Data Structures")
       c4 = Course("CSE 221 Algorithms")
       c5 = Course("CCSE 230 Discrete Mathematics")
       c6 = Course("CSE 310 Object Oriented Programming")
       c7 = Course("CSE 320 Data Communications")
       c8 = Course("CSE 340 Computer Architecture")
       t1.addCourse(c1)
       t1.addCourse(c2)
       t2.addCourse(c3)
```

t2.addCourse(c4)
t2.addCourse(c5)
t3.addCourse(c6)
t3.addCourse(c7)
t3.addCourse(c8)
t1.printDetail()
t2.printDetail()
t3.printDetail()

Name: Saad Abdullah Department: CSE List of courses

CSE 110 Programming Language I CSE 111 Programming Language-II

Name: Mumit Khan Department: CSE List of courses

CSE 220 Data Structures

CSE 221 Algorithms

CCSE 230 Discrete Mathematics

Name: Sadia Kazi Department: CSE List of courses

CSE 310 Object Oriented Programming

CSE 320 Data Communications
CSE 340 Computer Architecture

```
In [7]: class Team:
           def __init__(self,name="Blank"):
               self. name = name
               self. lst = []
           def setName(self,name):
               self. name = name
           def addPlayer(self,obj):
               self.__lst.append(obj.player)
           def printDetail(self):
               print("======="")
               print("Name:",self. name)
               print("List of players:")
               print(self. lst)
               print("======="")
       class Player:
           def init (self,player):
               self.player = player
       b = Team()
       b.setName('Bangladesh')
       mashrafi = Player("Mashrafi")
       b.addPlayer(mashrafi)
       tamim = Player("Tamim")
       b.addPlayer(tamim)
       b.printDetail()
       a = Team("Australia")
       ponting = Player("Ponting")
       a.addPlayer(ponting)
       lee = Player("Lee")
       a.addPlayer(lee)
       a.printDetail()
```

Name: Bangladesh
List of players:
['Mashrafi', 'Tamim']

```
Name: Australia
List of players:
['Ponting', 'Lee']
```

```
In [8]: class Color:
            def init (self,clr):
                self.clr = clr
            def add (self,other):
                color = self.clr + other.clr
                if (self.clr == 'red' and other.clr == 'yellow') or (self.clr == 'yellow' and other.clr == 'red'):
                    clr = 'Orange'
                    obj = Color(clr)
                    return obj
                elif (self.clr == 'red' and other.clr == 'blue') or (self.clr == 'blue' and other.clr == 'red'):
                    clr = 'Violet'
                    obj = Color(clr)
                    return obj
                elif (self.clr == 'yellow' and other.clr == 'blue') or (self.clr == 'blue' and other.clr == 'yellow'):
                    clr = 'Green'
                    obj = Color(clr)
                    return obj
        C1 = Color(input("First Color: ").lower())
        C2 = Color(input("Second Color: ").lower())
        C3 = C1 + C2
        print("Color formed:", C3.clr)
```

First Color: red Second Color: blue Color formed: Violet

```
In [9]: from math import pi
        class Circle:
            def init (self, value):
                self. value = value
            def setRadius(self,value):
                self.__value = value
            def getRadius(self):
                return self. value
            def area(self):
                return pi*self. value*self. value
            def add (self,other):
                n = self. value + other. value
                obj = Circle(n)
                return obj
        c1 = Circle(4)
        print("First circle radius:" , c1.getRadius())
        print("First circle area:" ,c1.area())
        c2 = Circle(5)
        print("Second circle radius:" ,c2.getRadius())
        print("Second circle area:" ,c2.area())
        c3 = c1 + c2
        print("Third circle radius:" ,c3.getRadius())
        print("Third circle area:" ,c3.area())
```

```
First circle radius: 4
First circle area: 50.26548245743669
Second circle radius: 5
Second circle area: 78.53981633974483
Third circle radius: 9
Third circle area: 254.46900494077323
```

```
In [10]: class Triangle:
             def init (self,base,height):
                 self. base = base
                 self. height = height
             def setBase(self,value):
                 self. base = base
             def getBase(self):
                 return self. base
             def setHeight(self,value):
                 self. height = height
             def getHeight(self):
                 return self. height
             def area(self):
                 return float(0.5*self. base*self. height)
             def sub (self,other):
                 new_base = self.__base - other.__base
                 new height = self. height - other. height
                 obj = Triangle(new base, new height)
                 return obj
         t1 = Triangle(10, 5)
         print("First Triangle Base:" , t1.getBase())
         print("First Triangle Height:" , t1.getHeight())
         print("First Triangle area:" ,t1.area())
         t2 = Triangle(5, 3)
         print("Second Triangle Base:" , t2.getBase())
         print("Second Triangle Height:" , t2.getHeight())
         print("Second Triangle area:" ,t2.area())
         t3 = t1 - t2
         print("Third Triangle Base:" , t3.getBase())
         print("Third Triangle Height:" , t3.getHeight())
         print("Third Triangle area:" ,t3.area())
```

First Triangle Base: 10 First Triangle Height: 5 First Triangle area: 25.0 Second Triangle Base: 5 Second Triangle Height: 3 Second Triangle area: 7.5 Third Triangle Base: 5 Third Triangle Height: 2 Third Triangle area: 5.0

```
In [11]: class Dolls:
             def init (self,doll,price):
                 self.doll = doll
                 self.price = price
                 self.count = 0
             def detail(self):
                 if self.count == 0:
                     print("Doll:"+ self.doll)
                     return("Total Price:" +str(self.price) + 'taka')
                 else:
                     print("Dolls:"+ self.doll)
                     return("Total Price:" +str(self.price) + 'taka')
             def __gt__(self,other):
                 if (self.price > other.price):
                     return True
                 else:
                     return False
             def add (self,other):
                 new doll = self.doll + other.doll
                 new price = self.price + other.price
                 obj = Dolls(new doll,new price)
                 obj.count = 1
                 return obj
         obj 1 = Dolls("Tweety", 2500)
         print(obj 1.detail())
         if obj 1 > obj 1:
             print("Congratulations! You get the Tweety as a gift!")
         else:
             print("Thank you!")
         print("======"")
         obj 2 = Dolls("Daffy Duck", 1800)
         print(obj_2.detail())
         if obj 2 > obj 1:
             print("Congratulations! You get the Tweety as a gift!")
         else:
```

```
print("Thank you!")
print("======="")
obj 3 = Dolls("Bugs Bunny", 3000)
print(obj 3.detail())
if obj 3 > obj 1:
   print("Congratulations! You get the Tweety as a gift!")
else:
   print("Thank you!")
print("======="")
obj_4 = Dolls("Porky Pig", 1500)
print(obj 4.detail())
if obj 4 > obj 1:
   print("Congratulations! You get the Tweety as a gift!")
else:
   print("Thank you!")
print("======="")
obj 5 = obj 2 + obj 3
print(obj_5.detail())
if obj 5 > obj 1:
   print("Congratulations! You get the Tweety as a gift!")
else:
   print("Thank you!")
Doll:Tweety
Total Price:2500taka
Thank you!
Doll:Daffy Duck
Total Price: 1800 taka
Thank you!
Doll:Bugs Bunny
Total Price:3000taka
Congratulations! You get the Tweety as a gift!
Doll:Porky Pig
Total Price:1500taka
Thank you!
```

Dolls:Daffy DuckBugs Bunny

Congratulations! You get the Tweety as a gift!

Total Price:4800taka

```
In [12]: class Coordinates:
             def init (self,num1,num2):
                 self.num1 = num1
                 self.num2 = num2
             def detail(self):
                 return (self.num1,self.num2)
             def sub (self,other):
                 new num1 = self.num1 - other.num1
                 new num2 = self.num2 - other.num2
                 obj = Coordinates(new_num1, new_num2)
                 return obj
             def mul (self,other):
                 new num3 = self.num1 * other.num1
                 new num4 = self.num2 * other.num2
                 obj2 = Coordinates(new num3, new num4)
                 return obj2
             def eq (self,other):
                 if (self.num1==other.num1) and (self.num2==other.num2):
                     return "The calculated coordinates are the same."
                 else:
                     return "The calculated coordinates are NOT the same."
         p1 = Coordinates(int(input()),int(input()))
         p2 = Coordinates(int(input()),int(input()))
         p4 = p1 - p2
         print(p4.detail())
         p5 = p1 * p2
         print(p5.detail())
         point check = (p4 == p5)
         print(point check)
```

```
1
2
3
4
(-2, -2)
```

(3, 8)
The calculated coordinates are NOT the same.

In []: