Finals Lab Task 1. Encapsulation

A Car That Works

For this program, you are tasked to define the following:

Class - Car:

- · Properties:
 - o color (type: str): Represents the color of the car.
 - o price (type: float): Holds the price of the car.
 - size (type: str): Indicates the size of the car, where 'S' represents small, 'M' represents medium, and 'L' represents large.
- · Constructor:
 - __init__(self, color: str, price: float, size: str): Initializes the car's
 color, price, and size properties. The size is standardized to uppercase using
 size.upper().
- Methods
 - Getter Methods:
 - get_color(self) -> str: Returns the car's color.
 - get price(self) -> float: Returns the car's price.
 - get size(self) -> str: Returns the car's size.
 - Setter Methods:
 - set_color(self, color: str) -> None: Sets the car's color to the specified value.
 - set_price(self, price: float) -> None: Sets the car's price to the specified value.
 - set_size(self, size: str) -> None: Sets the car's size to the specified value. The size should be one of 'S' for small, 'M' for medium, or 'L' for large. Use conversion of lowercase characters to uppercase using size.upper().
 - str Method:
 - __str__(self) -> str: Returns a formatted string representing the car, following the format "Car (color) P(price, formatted to two decimal places) (size descriptor)". The size descriptor is determined based on the size character ('small' for 'S', 'medium' for 'M', and 'large' for 'L').
 - · Example Strings:
 - For a red car priced at 19999.85 and of medium size: "Car (red) -P19999.85 - medium"
 - For a blue car priced at 50000.00 and large: "Car (blue) P50000.00 large"

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CODE:

Main.py

```
def main():
    car1 = Car("red", 19999.85, "M")
    car2 = Car("blue", 50000.00, "L")
    car3 = Car("green", 12345.67, "S")

    print("Action: Invoking the Car class constructor using
Car('red', 19999.85, 'M').")
    print("Output:")
    print("\nAction: Invoking the Car class constructor using
Car('blue', 50000.00, 'L').")
    print("Output:")
    print("Output:")
    print("\nAction: Invoking the Car class constructor using
Car('green', 12345.67, 'S').")
    print("Output:")
    print("Output:")
    print("Car3)

if __name__ == "__main__":
    main()
```

carClass.py

```
class Car:
    def __init__(self, color: str, price: float, size: str):
        self.__color = color
        self.__price = price
        self.__size = size.upper()

# set
    def set_color(self, color: str) -> None:
        self.__color = color

def set_price(self, price: float) -> None:
        self.__price = price

def set_size(self, size: str) -> None:
        self.__size = size.upper()

# get
    def get color(self) -> str:
```

```
return self.__color

def get_price(self) -> float:
    return self.__price

def get_size(self) -> str:
    return self.__size

# string
def __str__(self) -> str:
    size_desc = {
        'S': 'small',
        'M': 'medium',
        'L': 'large'
    }.get(self.__size, 'unknown')

    return f"Car ({self.__color}) - P{self.__price:.2f} -
{size_desc}"
```

OUTPUT:

```
Action: Invoking the Car class constructor using Car('red', 19999.85, 'M').

Output:

Car (red) - P19999.85 - medium

Action: Invoking the Car class constructor using Car('blue', 50000.00, 'L').

Output:

Car (blue) - P50000.00 - large

Action: Invoking the Car class constructor using Car('green', 12345.67, 'S').

Output:

Car (green) - P12345.67 - small

...Program finished with exit code 0

Press ENTER to exit console.
```