

Assignment 2 Solutions

Muhammad Turab

18CS45

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Task-01 –

```
1  # Task-01 - Create a class method change_total and change value of total_phones to 5.
2  #Output:
3  #0
4  #5
5
6  # Author : Muhammad Turab
7
8  class Mobile:
9
10     total_phones = 0
11
12     @classmethod
13     def change_phones(cls, phones):
14         cls.total_phones = phones
15
16     def __init__(self, brand, ram, rom):
17         self.brand = brand
18         self.ram = ram
19         self.rom = rom
20         Mobile.total_phones += 1
21
22
23 print(Mobile.total_phones)
24 Mobile.change_phones(5)
25 print(Mobile.total_phones)
26
```

Output:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL

Microsoft Windows [Version 10.0.19041.804]
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C:\Users\Turab Bajeer\Desktop\Python bootcamp\Day 5>
0
5

C:\Users\Turab Bajeer\Desktop\Python bootcamp\Day 5>
```

Task-02 -

```
task2.py > ...
1  # Author: Muhammad Turab
2  import random
3
4
5  class Mobile:
6      def __init__(self, brand, ram, rom):
7          self.brand = brand
8          self.ram = ram
9          self.rom = rom
10
11      @classmethod
12      def lucky_draw(cls, list):
13          num = random.randint(0, len(list)-1)
14          return list[num]
15
16
17  list = ['Nokia', 'Iphone', 'Samsung', 'Blackberry']
18  print(Mobile.lucky_draw(list))
19
```

Output:

```
10
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL

Microsoft Windows [Version 10.0.19041.804]
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C:\Users\Turab Bajeer\Desktop\Python bootcamp\Day 5>"
Nokia

C:\Users\Turab Bajeer\Desktop\Python bootcamp\Day 5>"
Blackberry

C:\Users\Turab Bajeer\Desktop\Python bootcamp\Day 5>"
Iphone

C:\Users\Turab Bajeer\Desktop\Python bootcamp\Day 5>
```

Task-03

Code:

```
task3.py > _
1
2 # Author: Muhammad Turab
3
4 class Mobile:
5     def __init__(self, brand, ram, rom):
6         self.brand = brand
7         self.ram = ram
8         self.rom = rom
9
10
11 class KeypadPhone(Mobile):
12     def __init__(self, brand, ram, rom):
13         super().__init__(brand, ram, rom)
14
15     def print(self):
16         return f'Brand = {self.brand}, RAM = {self.ram}, ROM = {self.rom}'
17
18
19 keypadad = KeypadPhone("Iphone", 4, 128)
20
21 print(keypadad.print())
22
```

Output:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL

Microsoft Windows [Version 10.0.19041.804]
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C:\Users\Turab Bajeer\Desktop\Python bootcamp\Day 5>"C
Brand = Iphone, RAM = Iphone, ROM = 128

C:\Users\Turab Bajeer\Desktop\Python bootcamp\Day 5>
```

Task 4-

```
1
2 # Author: Muhammad Turab
3
4 class Mobile:
5     def __init__(self, brand, ram, rom):
6         self.brand = brand
7         self.ram = ram
8         self.rom = rom
9
10
11 class KeypadPhone(Mobile):
12     def __init__(self, brand, ram, rom, touch=False):
13         super().__init__(brand, ram, rom)
14         self.touch = touch
15
16     def print(self):
17         return f'Brand = {self.brand}, RAM = {self.ram}, ROM = {self.rom}, Touch = {self.touch}'
18
19
20 keypad = KeypadPhone("Iphone", 4, 128)
21
22 print(keypad.print())
23
```

Output:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL
Microsoft Windows [Version 10.0.19041.804]
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C:\Users\Turab Bajeer\Desktop\Python bootcamp\Day 5>"C:/Users/Turab B
Brand = Iphone, RAM = Iphone, ROM = 128, Touch = False
```

Task 5: Define three types of methods and difference between them.

Ans:

Three types of methods static methods, class methods and instance methods.

1. Regular (instance) methods need a class instance and can access the instance through self. They can read and modify an objects state freely.
2. Class methods, marked with the @classmethod decorator, don't need a class instance. They can't access the instance (self) but they have access to the class itself via cls.
3. Static methods, marked with the @staticmethod decorator, don't have access to cls or self. They work like regular functions but belong to the class's namespace.

Task 6: Why inheritance is useful?

Ans:

It makes easier to create and maintain an application. Inheritance also provides an opportunity to reuse the code functionality and fast implementation time.