







## ICP 2


 ICP2 

File Edit View Insert Runtime Tools Help

+ Code + Text

 RAM  Disk  Gemini 

```
[ ] # Mount Google Drive
from google.colab import drive
drive.mount('/content/drive')
```



 Mounted at /content/drive

```
[ ] Start coding or generate with AI.
```

1) a) Difference between Counter.count and self.\_count:





Counter.count: This is a class variable. It is shared among all instances of the Counter class. When any instance of the class modifies Counter.count, the change is reflected across all instances.

self.\_count: This is an instance variable. It is specific to each instance of the Counter class. Each object created from the Counter class

 ICP2 

File Edit View Insert Runtime Tools Help [All changes saved](#)

+ Code + Text


 RAM  Disk  Gemini 

b) What is the output of a.get\_counts() and b.get\_counts()?

- Output: Instance count: 3, Class count: 3
- Output: Instance count: 0, Class count: 3





c) How does the increment method affect both the class and instance variables?


- self.\_count (instance variable) for that particular instance is increased by 1. This only affects the instance that called the method (e.g., a in the example).
- Counter.count (class variable) is also increased by 1. Since this is a class variable, the increment affects all instances of the Counter class.

 ICP2 

File Edit View Insert Runtime Tools Help [All changes saved](#)

+ Code + Text


 RAM  Disk  Gemini 

 Insert code cell below (Ctrl+M B)

```
[2] def compute_total(*values):
    # Calculate the sum of all values passed as arguments
    return sum(values)

# Example usage with three arguments
print("Total of 1, 2, 3 is:", compute_total(1, 2, 3))
# Output: Total of 1, 2, 3 is: 6

# Example usage with four arguments
print("Total of 4, 5, 6, 7 is:", compute_total(4, 5, 6, 7))
# Output: Total of 4, 5, 6, 7 is: 22
```

 Total of 1, 2, 3 is: 6  
Total of 4, 5, 6, 7 is: 22

The screenshot shows a code editor interface with a top bar containing the 'ICP2' logo, a star icon, and a 'Comment' button. Below the bar is a menu with 'File', 'Edit', 'View', 'Insert', 'Runtime', 'Tools', and 'Help'. The main editor area displays a Python function named 'first\_word' that sorts a list of words and returns the first word. The function is called with a list of student names, and the output is printed. The code is as follows:

```
[1] def first_word(words):
    # Sort the list alphabetically
    sorted_words = sorted(words)
    # Return the first word in the sorted list
    return sorted_words[0]

# Example usage
students = ['Mary', 'Zelda', 'Jimmy', 'Jack', 'Bartholomew', 'Gertrude']
print(first_word(students)) # Output should be 'Bartholomew'
```

The screenshot shows a code editor interface with a top bar containing the 'ICP2' logo, a star icon, and a 'Comment' button. Below the bar is a menu with 'File', 'Edit', 'View', 'Insert', 'Runtime', 'Tools', and 'Help'. The main editor area displays a Python class named 'Worker' with class variables, an initialization method, a static method for calculating average salary, and a subclass 'PermanentWorker'. The code is as follows:

```
class Worker:
    # Class variables to keep track of the number of workers and total salary
    total_workers = 0
    total_salaries = 0

    def __init__(self, first_name, last_name, salary_amount, dept):
        # Instance variables
        self.first_name = first_name
        self.last_name = last_name
        self.salary_amount = salary_amount
        self.dept = dept
        # Increment the total worker count and add salary amount whenever a new instance is created
        Worker.total_workers += 1
        Worker.total_salaries += salary_amount

    @staticmethod
    def average_salary():
        # Calculate the average salary
        if Worker.total_workers > 0:
            return Worker.total_salaries / Worker.total_workers
        else:
            return 0

# Subclass PermanentWorker inherits from Worker
class PermanentWorker(Worker):
    def __init__(self, first_name, last_name, salary_amount, dept):
        # Call the constructor of the parent class
```

My github link: <https://github.com/w8162583/bda.git>

My youtube video link: <https://youtu.be/4iluHanYx5A?si=EYL33Hz9rISW621F>



+ Code + Text



0s



```
@staticmethod
def average_salary():
    # Calculate the average salary
    if Worker.total_workers > 0:
        return Worker.total_salaries / Worker.total_workers
    else:
        return 0

# Subclass PermanentWorker inherits from Worker
class PermanentWorker(Worker):
    def __init__(self, first_name, last_name, salary_amount, dept):
        # Call the constructor of the parent class
        super().__init__(first_name, last_name, salary_amount, dept)

# Creating instances of Worker and PermanentWorker
worker1 = Worker("John", "Smith", 50000, "Engineering")
worker2 = Worker("Jane", "Doe", 60000, "Marketing")
permanent_worker1 = PermanentWorker("Alice", "Johnson", 70000, "Finance")

# Calling the member functions
print(f"Total Workers: {Worker.total_workers}")
print(f"Average Salary: {Worker.average_salary()}")
```

```
➞ Total Workers: 3
Average Salary: 60000.0
```

My video link: <https://youtu.be/4iluHanYx5A>

My github link: