```
In [ ]:
         class emp:
              empid = None
              empname = None
              points = None
              group = None
             avg points = None
             def init (self,empid=10,empname='new emp'):
                  self.empid = empid
                  self.empname = empname
             def addPoints(self,val=0):
                  self.points += val
             def removePoints(self,val=0):
                  if val>=self.points:
                      self.points = 0
                  else:
                      self.points -= val
              def computeGroup(self):
                  if self.points<=100:</pre>
                      self.group = 'Silver'
                      return 'Silver'
                  elif self.points>100 and self.points<=500:</pre>
                      self.group = 'Gold'
                      return 'Gold'
                  elif self.points>500 and self.points<=1000:</pre>
                      self.group = 'Platinum'
                      return 'Platinum'
                  elif self.points<1000:</pre>
                      self.group = 'Diamond'
                      return 'Diamond'
             def str (self):
                  print('Empid :',self.empid)
                  print('Empname :',self.empname)
                  print('Points :', self.points)
                  print('Group :',self.group)
                  print('Avg Points :',self.avg points)
```

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def list emp(my list,gp):
           print('Members of group {}'.format(gp))
           for var in my list:
             if var.group==gp:
               print(var.empname)
         num = int(input('Enter the number of employees:'))
         my list = []
         for i in range(num):
             empid = int(input('Enter the empid:'))
             empname = input('Enter the empname:')
             obj = emp(empid,empname)
             my list.append(obj)
         for i in range(num):
             p = int(input('Enter the points for the emp {} : '.format(i+1)))
             my list[i].points = p
         for i in range(num):
             res = my list[i].computeGroup()
             print('The group of {} is {}'.format(i+1,res))
         qp = input('Enter the group to view its employees : ')
         list emp(my list,gp)
In [ ]:
         class property:
             sq footage = None
             num bedrooms = None
             num bathrooms = None
             # Rental properties
             rent = None
             furnished = None
             utilities = None
             # Purchase properties
             purchase price = None
             annual taxes = None
             # Prices
             def dis rentalPro(self):
                 print('Rent price : {}'.format(self.rent))
                 print('Furnishment : {}'.format(self.furnished))
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print('Utilities : {}'.format(self.utilities))
    def dis purchasePro(self):
       print('Purchase price: {}'.format(self.purchase price))
       print('Annual Taxes: {}'.format(self.annual taxes))
class house(property):
   num stories = None
   garage = None
   vard fenced = None
   def house info(self):
        print('Area in square footage : {}'.format(self.sq footage))
       print('Number of bedrooms : {}'.format(self.num bedrooms))
       print('Number of bathrooms : {}'.format(self.num bathrooms))
       print('Number of stories : {}'.format(self.num stories))
       print('Type of garage : {}'.format(self.garage))
       print('Is yard fenced : {}'.format(self.yard fenced))
class appartment(property):
   balcony = None
   laundary = None
   def appartment info(self):
       print('Area in square footage : {}'.format(self.sq footage))
       print('Number of bedrooms : {}'.format(self.num bedrooms))
        print('Number of bathrooms : {}'.format(self.num bathrooms))
       print('Balcony present : {}'.format(self.balcony))
       print('Type of laundary : {}'.format(self.laundary))
class agent(house,appartment):
   def create house(self):
       self.sq footage = int(input('Area in square footage : '))
       self.num bedrooms = int(input('Number of bedrooms : '))
       self.num bathrooms = int(input('Number of bathrooms : '))
       self.num stories = int(input('Number of stories : '))
        self.garage = input('Type of garage : ')
       self.vard fenced = input('Is vard fenced : ')
        self.rent = int(input('Rent price : '))
        self.furnished = input('Furnishment : ')
       self.utilities = input('Utilities : ')
        self.purchase price = int(input('Purchase price: '))
        self.annual taxes = int(input('Annual Taxes: '))
   def create appartment(self):
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self.sq footage = int(input('Area in square footage : '))
        self.num bedrooms = int(input('Number of bedrooms : '))
        self.num bathrooms = int(input('Number of bathrooms : '))
        self.balcony = input("Is balcony present : ")
        self.laundary = input("Type of laundary : ")
        self.rent = int(input('Rent price : '))
        self.furnished = input('Furnishment : ')
        self.utilities = input('Utilities : ')
        self.purchase price = int(input('Purchase price: '))
        self.annual taxes = int(input('Annual Taxes: '))
obj1 = agent()
obj2 = agent()
my list = []
num = int(input("Enter the number of properties you want to make : "))
for i in range(num):
    choice = int(input("Enter type 1.House 2.Appartment : "))
    if choice==1:
        obj1.create house()
   elif choice==2:
        obj2.create appartment()
print('Info regarding your house : ')
obj1.house info()
obj1.dis rentalPro()
obj1.dis purchasePro()
print('Info regarding your appartment : ')
obj2.appartment info()
obj2.dis rentalPro()
obj2.dis purchasePro()
```