

# **20MCA131 PROGRAMMING LAB**

## **LAB CYCLE 6**

1. Define a class to represent a bank account. Include the following details like name of the depositor, account number, type of account, balance amount in the account. Write methods to assign initial values, to deposit an amount, withdraw an amount after checking the balance, to display details such as name, account number, account type and balance.

2. Create a class Publisher with attributes publisher id and publisher name. Derive class Book from Publisher with attributes title and author.

Derive class Python from Book with attributes price and no\_of\_pages. Write a program that displays information about a Python book. Use base class constructor invocation and method overriding.

3. Write a program that has an abstract class Polygon. Derive two classes Rectangle and Triangle from Polygon and write methods to get the details of their dimensions and hence calculate the area.

4. Create a Rectangle class with attributes length and breadth and methods to find area and perimeter. Compare two Rectangle objects by their area.

5. Create a class Time with private attributes hour, minute and second. Overload '+' operator to find sum of 2 times.