B.E./B.Tech. DEGREE EXAMINATION, MAY 2021

Fourth Semester

Agriculture Engineering

19UIT427 – OBJECT ORIENTED ROGRAMMING IN PYTHON

(Regulation 2019)

Duration: 1 : 45 *hours*   Maximum: 50 Marks

PART A

	Answer All Questions	
1.	Explain the data types in python with an example.	Apply
	OR	
	What is decision making statement explain with example?	Apply
2.	Write a class CITY in Python with following – CName # String Value specifications : – Pop # Numeric value for Population instance attributes -KM # Numeric value – Ccode # Numeric value – Density #Numeric value for Population Density Methods: – Dencal() #Method to calculate Density as Pop/KM – Record() #Method to allow user to enter values Ccode, CName, Pop, KM and call DenCal ( ) method – View() #Method to display all the members also display a message "Highly Populated City" if the Density is more than 10000.	Apply
	OR	
	Write a Python program to locate the right insertion point for a specified value in sorted order.	Apply
3.	HCreate a class called car and can perform functions like start, stop, drive and brake. These are the function of a car and the characteristics are color of car, mileage, maximum speed, model, year .	Apply
	OR	

	Develop a python program, here the values 22 and 20000 are passed as the arguments during the object creation to the parameterized constructor defined inside the class 'Employee'. These values get stored in the parameters 'age' and 'salary'. Later, both the values get assigned to the variables 'age1' and 'salary1'.	Apply
4.	Create a class called company. Here attributes are name, turnover, revenue and number of employees working in the company. Method is revenue generated per employee.	Apply
	OR	
	Create a deck of cards class. Internally, the deck of cards should use another class, a card class. Your requirements are: ➢ The Deck class should have a deal method to deal a single card from the deck ➢ After a card is dealt, it is removed from the deck. ➢ There should be a shuffle method which makes sure the deck of cards has all 52 cards and then rearranges them randomly. ➢ The Card class should have a suit (Hearts, Diamonds, Clubs, Spades) and a value (A,2,3,4,5,6,7,8,9,10,J,Q,K)	Apply
5.	Create a Shark class and a Clownfish class, each of which will define methods for swim(), swim_backwards(), and skeleton().	Apply
	OR	
	Create a class Employee and Admin each of which will define methods for **info .**	Apply