

Chapter 10 - Practice Set

- 1 Create a class programmer for storing information of few programmers working at microsoft.
- 2 Write a class calculator capable of finding square, cube and squareroot of a number.
- 3 Create a class with a class attribute a; create an object from it and set a directly using object.a = 0. Does this change the class attribute?
- 4 Add a static method in problem 2 to greet the user with hello.
- 5 Write a class Train which has methods to book a ticket, get status (no of seats) and get fare information of trains running under Indian Railways.
- 6 Can you change the self parameter inside a class to something else (say 'harry'). Try changing self to 'self' or 'harry' and see the effects.