

Introduction to Programming using PYTHON

Session 7

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Part I

Object-oriented Programming

Object-oriented Programming

Exercises

Implement a class `Person` that keeps track of the population size. An instance of `Person` should have a name, be able to greet someone `sayHi()`, to tell the size of the population `howMany()` and say something when dying including how many people are left using the special method `__del__()`

Object-oriented Programming

Exercises

```
class Person:
    '''Represents a person.'''
    population = 0
    def __init__(self, name):
        '''Initializes the person's data.'''
        self.name = name
        print '(Initializing %s)' % self.name
        Person.population += 1
    def __del__(self):
        '''I am dying.'''
        print '%s says bye.' % self.name
        Person.population -= 1
        if Person.population == 0:
            print 'I am the last one.'
        else:
            print 'There are still %d people left.' % Person.population
    def sayHi(self):
        '''Greeting by the person.'''
        print 'Hi, my name is %s.' % self.name
    def howMany(self):
        '''Prints the current population.'''
        if Person.population == 1:
            print 'I am the only person here.'
        else:
            print 'We have %d persons here.' % Person.population
```

Object-oriented Programming

Exercises

Implement the classes `Toll`, `Vehicle`, `Car` and `Truck`. A `Vehicle` should have an identification. A `Car` and a `Truck` should know how much they need to pay at the `Toll` and the `Toll` should keep a record of how much it has charged and how many vehicles have crossed it, alongside a complete log of their identification. (Make sure the identification is unique). Write a program where you create 1000 vehicles. You create a car with probability 0.8 and a truck with probability 0.2.

Object-oriented Programming

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Proposed resolutin at <http://algos.inesc-id.pt/~ndm/documents/python/exercise/>