Python (Object Oriented Programming)

LIVEWORKSHEETS

Create a class as “Parrot” Assign attributes name, age and color and behavior speak

LIVEWORKSHEETS

Create a object as “P1” , name “ Arun”, age 5, Color “Green” and speak as “I am hungry”

LIVEWORKSHEETS

Create another Parrot as “P2” , name “ Malathi”, age 8, Color “Blue” and speak as “I like rice”

LIVEWORKSHEETS

Create a class as “Animal” Assign attributes name, age ,type and color and behavior speak

LIVEWORKSHEETS

Create a object as “Dog” , name “ Browny”, age 10, type “Normal”, Color “Brown” and speak as “I am Jumping”

LIVEWORKSHEETS