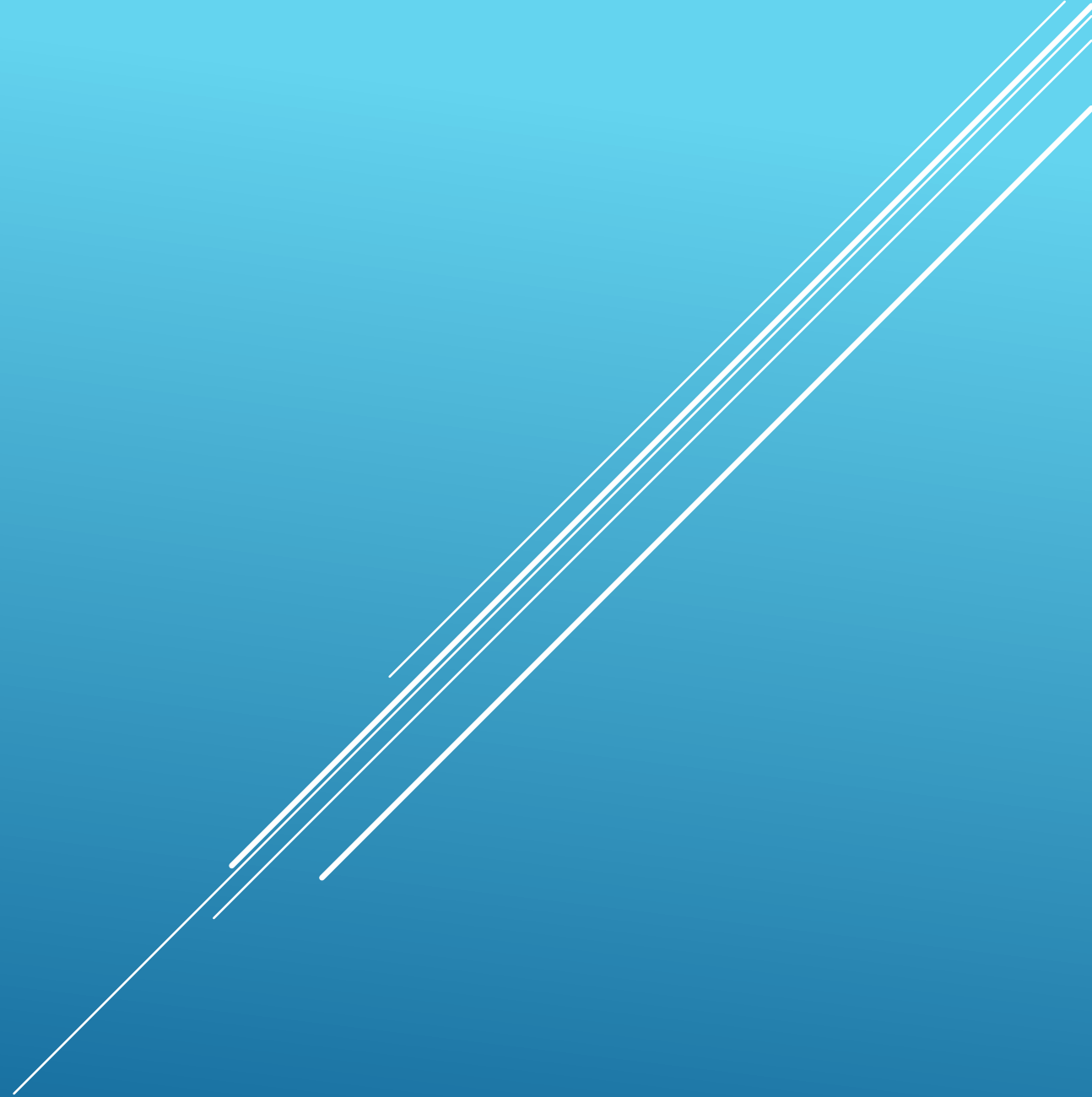


OBJECT ORIENTED PROGRAMMING WITH PYTHON LAB

Second Class

1st Semester

THE CAR GAME



start

- The Car Started

Stop

- The Car Stopped

Help

- Start-to start the car
- Stop-to stop the car
- Help to display help
- Quit- to quit the game

Quit

- End the game

THE SHIP GAME



sail

- The Ship Sailed

Stop

- The Ship Stopped

Help

- Start-to sail the ship
- Stop-to stop the Ship
- Help to display help
- Quit- to quit the game

Quit

- End the game

THE AIRPLANE GAME



Take off

- The Airplane took off

land

- The Airplane landed

Help

- Take off-to start flying
- land-to land the Airplane
- Help to display help
- Quit- to quit the game

Quit

- End the game