

المحاضرة الثانية

Classes in Python

Q/ Python Code for Bank Account System Using Classes

```
class BankAccount:
```

```
    def __init__(self, account_holder, balance=0):
```

```
        self.account_holder = account_holder
```

```
        self.balance = balance
```

```
    def deposit(self, amount):
```

```
        if amount > 0:
```

```
            self.balance += amount
```

```
            print(f"الرصيد الجديد: {self.balance}$، تم إيداع {amount}$")
```

```
        else:
```

```
            print("خطأ: لا يمكن إيداع مبلغ أقل من أو يساوي الصفر")
```

Q/ Python Code for Bank Account System Using Classes

```
def withdraw(self, amount):
```

```
    if 0 < amount <= self.balance:
```

```
        self.balance -= amount
```

```
        print(f"الرصيد المتبقي: {self.balance}$$. تم سحب {amount}$")
```

```
    else:
```

```
        print("خطأ: المبلغ المطلوب للسحب غير متاح أو غير صالح")
```

Q/ Python Code for Bank Account System Using Classes

```
def display_balance(self):
```

```
    print(f" name: {self.account_holder}, current balance:  
{self.balance}$")
```

```
account1 = BankAccount ("Ali", 1000)
```

```
account1.display_balance()
```

```
account1.deposit(500
```

```
account1.withdraw(300)
```

```
account1.withdraw(2000)
```

```
account1.display_balance()
```

Q/ Graph Implementation Using Classes in Python

```
class Graph:
```

```
    def __init__(self):
```

```
        self.graph = {}
```

```
    def add_node(self, node):
```

```
        if node not in self.graph:
```

```
            self.graph[node] = []
```

Q/ Graph Implementation Using Classes in Python

```
def add_edge(self, node1, node2, bidirectional=True):
```

```
    if node1 not in self.graph:
```

```
        self.add_node(node1)
```

```
    if node2 not in self.graph:
```

```
        self.add_node(node2)
```

```
    self.graph[node1].append(node2)
```

```
    if bidirectional:
```

```
        self.graph[node2].append(node1)
```

Q/ Graph Implementation Using Classes in Python

```
def display(self):
```

```
    for node, neighbors in self.graph.items():
```

```
        print(f"{node} --> {neighbors}")
```

```
g = Graph()
```

```
g.add_edge("A", "B")
```

```
g.add_edge("A", "C")
```

```
g.add_edge("B", "D", bidirectional=False)
```

```
g.add_edge("C", "D")
```

```
g.display()
```

Implementation

```
A--> ['B', 'C']
```

```
B --> ['A', 'D']
```

```
C --> ['A', 'D']
```

```
D --> ['C']
```

Thank you