Class Vehicle:

 def \_\_init\_\_(self, manu, esize, owner, price):

 self.manu = manu

 self.esize = esize

 self.owner = person

 self.price = price

 def iMake (self, make):

 self.\_\_manu = manu

 def iEsize (self, esize):

 self.esize = esize

 def iOwner (self, person) :

 self.owner = person

 def iPrice (self, price):

 self.price = price

 def getMake (self):

 return self.manu

 def getesize (self):

 return self.esize

 def getowner (self):

 return self.owner

 def regCost (self):

 return self.price

 def printSticker (self):

 return self.Sticker

class Truck(Vehicle):

 def \_\_init\_\_(self,manu,esize,person,price,load,tow):

 self.manu

 self.person= person

 self.price = price

 self.load = load

 self.tow = tow

 def setLoad(self):

 self.load = load

 def setTow (self):

 self.tow = tow

 def getLoad(self):

 return self.load = float(load)

 def getTow(self):

 return self.tow = int(tow)

 def regCost(self):

 return self.price = float(price\*.25)

 def printSticker(self):

 return self.printSticker

class Car(Vehicle):

 def \_\_init\_\_ (self, manu, esize , owner, price, door)

 self.manu = manu

 self.esize = esize

 self.owner = person

 self.price = price

 self.door = door

 def setDoor(self):

 self.door = door

 def getDoor(self):

 return self.door

 def regCost(self):

 return self.price = (price\*.33)

 def printSticker (self):

 return self.printSticker

class person:

 def \_\_init\_\_ (self, name)

 self.name = name

 def getName (self):

 return self.name

 def printPerson (self):

 return self.name

class Inventory:

 def \_\_init\_\_ (self, list1 =[]):

 self.list1 = list 1[:]

 def addVehicle(self, vehicle):

 self.list1.append (vehicle)

 def display (self):

 print ("Inventory count:", len(self.list1))

 for vehicle in self.list1:

 vehicle.display()

def main():

 inventory= Inventory()

 classType = Input('Enter a new Car or Enter a new Truck')

 if classType == 'car':

 manu = input ('Pclass Vehicle:

 def \_\_init\_\_(self, manu, esize, owner, price):

 self.manu = manu

 self.esize = esize

 self.owner = person

 self.price = price

 def iMake (self, make):

 self.\_\_manu = manu

 def iEsize (self, esize):

 self.esize = esize

 def iOwner (self, person) :

 self.owner = person

 def iPrice (self, price):

 self.price = price

 def getMake (self):

 return self.manu

 def getesize (self):

 return self.esize

 def getowner (self):

 return self.owner

 def regCost (self):

 return self.price

 def printSticker (self):

 return self.Sticker

class Truck(Vehicle):

 def \_\_init\_\_(self,manu,esize,person,price,load,tow):

 self.manu

 self.person= person

 self.price = price

 self.load = load

 self.tow = tow

 def setLoad(self):

 self.load = load

 def setTow (self):

 self.tow = tow

 def getLoad(self):

 return self.load = float(load)

 def getTow(self):

 return self.tow = int(tow)

 def regCost(self):

 return self.price = float(price\*.25)

 def printSticker(self):

 return self.printSticker

class Car(Vehicle):

 def \_\_init\_\_ (self, manu, esize , owner, price, door)

 self.manu = manu

 self.esize = esize

 self.owner = person

 self.price = price

 self.door = door

 def setDoor(self):

 self.door = door

 def getDoor(self):

 return self.door

 def regCost(self):

 return self.price = (price\*.33)

 def printSticker (self):

 return self.printSticker

class person:

 def \_\_init\_\_ (self, name)

 self.name = name

 def getName (self):

 return self.name

 def printPerson (self):

 return self.name

class Inventory:

 def \_\_init\_\_ (self, list1 =[]):

 self.list1 = list 1[:]

 def addVehicle(self, vehicle):

 self.list1.append (vehicle)

 def display (self):

 print ("Inventory count:", len(self.list1))

 for vehicle in self.list1:

 vehicle.display()

def main():

 inventory= Inventory()

 classType = Input('Enter a new Car or Enter a new Truck')

 if classType == 'car':

 manu = input ('Please enter the make of the car:')

 esize = input (' What is the engine size?')

 owner = input (' What is your name?')

 price = input ('How much are you expecting to get for the car?')

 door = input ('Please enter the number of doors on the car?')

 car = Car( manu, esize , owner, price, door)

lease enter the make of the car:')

 esize = input (' What is the engine size?')

 owner = input (' What is your name?')

 price = input ('How much are you expecting to get for the car?')

 door = input ('Please enter the number of doors on the car?')

 car = Car( manu, esize , owner, price, door)