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)