1. Chef is a software developer, so he has to switch between different languages sometimes. Each programming language has some features, which are represented by integers here.

2. Find the maximum number of problem sets you can create using the four problems

```
for t in range (int(input())):
    a = list(map(int,input().split()))
    b = set(a)
    if len(a)==1:
        print(0)
    elif len(a)==2 and b.count(b[0])!=2:
        print(1)
    else:
    print(2)
```

3. Develop a python code to check given two dates d1 and d1, check whether d1 is less than d2 or d1 is greater than d2 or d1 is equal to d2. (Hint: overload < , > , == operators)

```
import datetime
d1 = datetime.datetime(2020, 5, 3)
d2 = datetime.datetime(2018, 6, 1)
print("d1 is greater than d2 : ", d1 > d2)
print("d1 is less than d2 : ", d1 < d2)
print("d1 is not equal to d2 : ", d1 != d2)</pre>
```

4. Develop python code to add, subtract, multiply and divide two distances where each distance contains two things of the format KM followed by Meters.

```
dis1 = float(input("Enter first Distence as KM.MM :"))
dis2 = float(input("Enter second Distence as KM.MM :"))

char = input("Enter the operation would you like to perfom(+,-,*,/) :")
result = 0
if char == '+':
    result = dis1 + dis2
elif char == '-':
    result = dis1 - dis2
elif char == '*':
    result = dis1 * dis2
elif char == '/':
    result = dis1 / dis2
else:
    print("Please enter the above charaters only")
```

5. Develop a class called Box with attributes length, breadth, depth and define required constructor and other relevant methods.

```
from operator import length hint
class Box:
def __init__(self,Length,Breadth,Depth):
        self.Length = Length
        self.Breadth = Breadth
        self.Depth = Depth
def display(self):
        print("Length: ",self.Length)
        print("Breadth: ",self.Breadth)
        print("Depth :",self.Depth)
volume = (self.Length*self.Breadth*self.Depth)
print("Volume of the given cube is :",volume)
class WeightBox(Box):
        def __init__(self,Length,Breadth,Depth,Weight):
Box. init (self,Length,Breadth,Depth)
self.Weight = Weight
def display(self):
        Box.display(self)
print("Weight: ",self.Weight)
class Colour(WeightBox):
def __init__(self,Length,Breadth,Depth,Weight,colour):
WeightBox. init (self,Length,Breadth,Depth,Weight)
self.colour=colour
```