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Class:-Mtech Computers

Aim - Write a python program to define a class, Point, that holds an (x, y) coordinate. The class is in file Shape.py, and now add the following operations the class where p, q, r are Point class and n is any number: i) $p = q + r$, ii) $p += q$, iii) $p = q - r$, iv) $p -= q$, v) $p = q \cdot n$, vi) $p = q / n$, vii) $p /= n$

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In [16]: class Point:
    def __init__(self,p,q,r):
        self.p = p
        self.x = q
        self.y = r

    def add(self):
        self.p =self.x + self.y
        print(self.p)
    def add1(self):
        self.p =self.p + self.x
        print(self.p)
    def subtract(self):
        self.p =self.x - self.y
        print(self.p)
    def subtract1(self):
        self.p =self.p - self.x
        print(self.p)
p = Point(0,44, 75)
p.add()
p.add1()
p.subtract()
p.subtract1()
```

```
119
163
-31
-75
```

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In [17]: class Point:
    def __init__(self, p, q, n):
        self.p = p
        self.q = q
        self.n = n

    def mul(self):
        self.p =self.q * self.n
        return self.p

p = Point(0,13, 4)
p.mul()
```

Out[17]: 52

```
In [9]: class Point:
        def __init__(self, p, n):
            self.p = p
            self.n = n

        def mul(self):
            self.p = self.p * self.n
            return self.p

p = Point(13, 4)
p.mul()
```

Out[9]: 52

```
In [10]: class Point:
        def __init__(self, p, q, n):
            self.p = p
            self.q = q
            self.n = n

        def mul(self):
            self.p = self.q / self.n
            return self.p

p = Point(0,13, 4)
p.mul()
```

Out[10]: 3.25

```
In [11]: class Point:
        def __init__(self, p, n):
            self.p = p
            self.n = n

        def mul(self):
            self.p = self.p / self.n
            return self.p

p = Point(13, 4)
p.mul()
```

Out[11]: 3.25

In []: