Project 5

Due Mar 11 by 11:59pm **Points** 50 **Submitting** a file upload

Part 1: Shape Classes:

Create a shape class to be the basis for later classes extending from it.

Include any variables that you believe are universal to all shapes.

Create an area method, and any other methods that are universal to all shapes

Create a class for each of the following shapes including the fundamental variables needed in each shape. You must over-right the area method for each shape. Be mindful of what classes should be extended.

- Rectangle
- Oval
- Polygon
- Square
- Triangle
- Pentagon
- Circle
- Parallelogram
- Rhombus

Part 2: Zip Function Practice

Using a list of Suits and Values, take advantage of the zip function to create a list of tuples of a standard set of cards

Some Rubric (2)

Criteria	Ratings		Pts
Coding Style Comments are used well to explain the code. Variables are named reasonably. Indentation matches expectations. Named constants are used instead of placing values directly into the code. Code is generally readable. Etc.	**10 pts** **Full Marks**	**0 pts** **No Marks**	10 pts
Upload to Git This criterion is linked to a Learning Outcome Uploading To Git	**5 pts** **Full Marks**	**0 pts** **No Marks**	5 pts
Part 1 Shape class is created as intended. Each shape is defined, extends the correct class, extends area correctly	**25 pts** **Full Marks**	**0 pts** **No Marks**	25 pts
Part 2 The zip function is correctly used to create a list of tuples representing a standard deck of cards	**10 pts** **Full Marks**	**0 pts** **No Marks**	10 pts
			Total Points: 50