Object Oriented Programming with Python

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Session 07

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- Logs
- Physics problem
- Static methods/functions
- Use our Physics lib

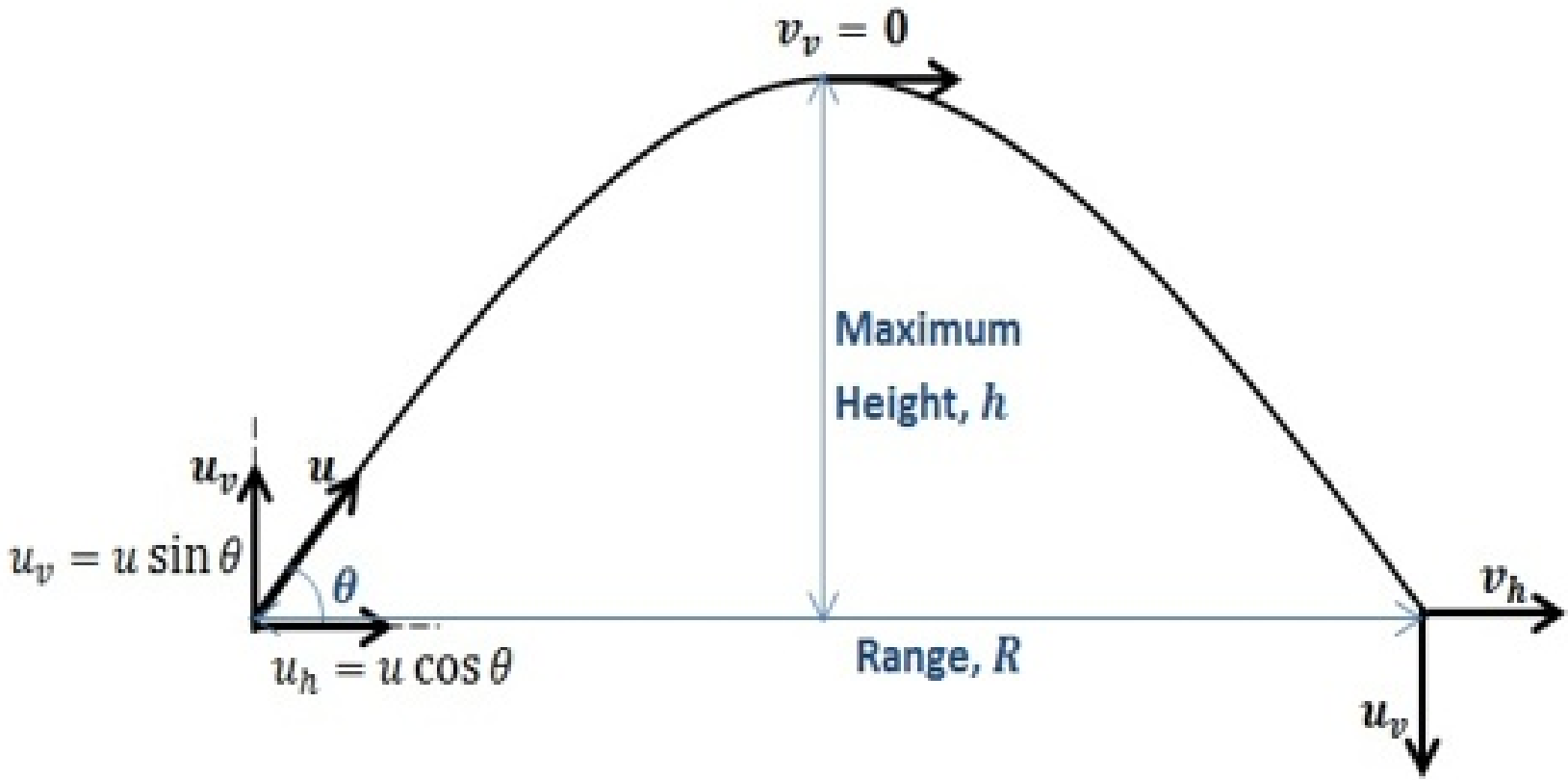
Logs

```
# use logging package
import logging

# Configure logging
logging.basicConfig(filename='test.log',
    level=logging.DEBUG)

# how to use
logging.debug('<Class_name>:<Function_name>: {}'.
    format(args))
```

Physics problem

Let's use all the things that we learn until now

As a user I would like to have lib that help me to calculate physics problems, in this case parabolic movement.



Physics formulas

Vox = Vo * cos <angle>

Voy = Vo * sen <angle>

D = Vo^2 * sen2<angle>

T = 2Vo sen<angle>

D = (Vo * sen2<angle>) / g

Where: Vo = intial velocity Vox = initial velocity in X Voy = initial velocity in Y T = run time D = Distance

Static Methods/Functions

```
# to use static methods you can use the
# following decorator

@staticmethod
def my_method():
  pass
```

Use the new Physics lib

A goalkeeper shoot the ball out of his goal with velocity 26 m/s and 40 grade. Calculate:

- The max height
- The distance
- The time that the ball would be in the air