

## Question 4: 2d Binary Matrices Class (OOP)

We are going to develop a class for 2d binary matrices. We simply call that class 'bmatrix'. let's limit the class to only binary numerical matrices (elements are either 0 or 1).

```
class bmatrix:  
    pass
```

When an instance of the class bmatrix is defined (\_\_init\_\_), declaration of the number of rows and columns is obligatory. The 3<sup>rd</sup> parameter is the initial value of the matrix (See the examples and test cases below).

**Attributes/ Data members:**

- MTX: the binary matrix
- rows: number of rows
- cols: number of columns

**Methods/ Member functions:**

- in your constructor, \_\_init\_\_(), you need the fill parameter too. Fill is either 0 or 1 to initiate your matrix.
- print(self, spt): to print the matrix, nice and ordered, spt is the separator character which separates the columns. Default is space (' ').
- How to define a default parameter?
- add(self, N): to binary add to matrices of the same size. It must check the sizes. N is the other matrix. if N has got different size, an error message should be printed and self shouldn't be changed. By binary addition we mean a kind of modula-2 addition:  $0 \leftarrow 0+0$ ,  $1 \leftarrow 0+1$ ,  $1 \leftarrow 1+0$ ,  $0 \leftarrow 1+1$
- set\_elem(self,r,c,stuff): set the self's element at [r][c] to stuff. Stuff only can be 0 or 1. Anything else means printing an error message and doing nothing.
- get\_elem(self,r,c): returns the self[r][c]
- mul(self, N): element-wise multiplication of self and N,  $self[i][j] *= N[i][j]$ , size check is a must, just like the add method.
- b\_or(self, N): bit or of self and N, element-wise. Size check is a must, just like the add method.
- list(self): to convert/ cast the object to an ordinary 2d list. Useful when you want to return the results for checking.

**Test Cases**

You need to add the test cases below to your module for testing and evaluation purposes:

```
#
# bmatrix class

#

class bmatrix:
    pass

#----- TEST CASES ----- def
bm_test1():
    aa      = bmatrix(3,4,0)  bb =
    bmatrix(3,4,1)
    aa.print(',')
    bb.print(' ')
    aa.add(bb)
    return aa.list()

#-----
def bm_test2():
    bb      = bmatrix(3,4,1)
    bb.set_elem(2,2,0)
    return bb.list()

#-----
def bm_test3():
    aa = bmatrix(5,5,1)
    bb = bmatrix(6,6,1)
    bb.set_elem(3,3,0)
    bb.set_elem(4,4,5.25)
    bb.mul(aa)  return
    bb.list()

#-----
def bm_test4():
    cc = bmatrix(5,5,0)
    dd = bmatrix(5,5,1)
    dd.set_elem(3,3,0)
    dd.set_elem(4,4,0)
    dd.b_or(cc)
    return dd.list()
```

**Results:** After running your program we expect those 4 test cases above to return:

```
>>> bm_test1()
0,0,0,0
0,0,0,0
0,0,0,0
1 1 1 1
1 1 1 1
1 1 1 1
[[1, 1, 1, 1], [1, 1, 1, 1], [1, 1, 1, 1]]
>>> bm_test2()
[[1, 1, 1, 1], [1, 1, 1, 1], [1, 1, 0, 1]]
>>> bm_test3()
Error ! wrong value
Error ! different sizes
[[1, 1, 1, 1, 1, 1], [1, 1, 1, 1, 1, 1], [1, 1, 1, 1, 1, 1], [1, 1, 1, 0, 1, 1], [1, 1, 1, 1, 1, 1], [1, 1, 1, 1, 1, 1]] >>> bm_test4()
[[1, 1, 1, 1, 1, 1], [1, 1, 1, 1, 1, 1], [1, 1, 1, 1, 1, 1], [1, 1, 1, 0, 1, 1], [1, 1, 1, 1, 1, 0]]
```

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