## Note:

- Think about different inputs which might help you to assure that your implementation is correct.
- If you add any details or make any ssumptions, please clearly describe in your submission.

## Problem 1

Write a program that:

- takes two inputs (i.e., length and width of a rectangle);
- calculates the perimeter, the length of the diagonal, and the area of the rectangle;
- outputs the perimeter, diagonal length, and the area.

An example is shown below.

Enter the length of the rectangle: 4

Enter the width of the rectangle: 5

Calculating the properties of the rectange!

Perimeter: 18.0

Diagonal length: 6.4031

Area: 20.0

## Solution 1 (simplest)

Diagonal length: 7.5

Area: 27.0

```
In [1]: # A simple solution (based on what has been taught so far)
# Ask input
# Input is converted to float, to avoid problem with string input
length = float(input("Enter the length of the rectangle: "))
width = float(input("Enter the width of the rectangle: "))
# Do calculations
perimeter = (length+width)*2
diagonal = ((length**2)+(width**2))**0.5
area = length*width
# Print outputs
print("Calculating the properties of the rectange!")
print("Perimeter: ", perimeter)
print("Diagonal length: ", diagonal)
print("Area: ", area)
Calculating the properties of the rectange!
Perimeter: 21.0
```

## Solution 2 (with function, no check on input)

```
In [2]: # This solution gives wrong if the input(s) is/are not proper.
def calc_rectangle_perimeter(length, width):
    return (length+width)*2
def calc_rectangle_diagonal(length, width):
    return ((length*length)+(width*width))**0.5
def calc_rectangle_area(length, width):
    return length*width
# Ask inputs
# Cast input to float, to avoid problem with string input
length = float(input("Enter the length of the rectangle: "))
width = float(input("Enter the width of the rectangle: "))
# Print outputs
print("Calculating the properties of the rectange!")
print(f'Perimeter: {calc_rectangle_perimeter(length, width)}')
print(f"Diagonal length: {calc_rectangle_diagonal(length, width)}")
print("Area: ", calc_rectangle_area(length, width))
```

```
Calculating the properties of the rectange! Perimeter: 4.0 Diagonal length: 3.1622776601683795 Area: -3.0
```

Solution 3 (include function specification (docstring), and input check)

```
In [3]: def calc_rectangle_perimeter(length, width):
    Given the length and width of a rectangle, the function calculates
    the perimeter of the rectangle.
    Parameters/inputs
    length, width: length and width of the rectangle (must be greater tha
    Returns
    The perimeter of the rectangle
    return (length+width)*2
def calc_rectangle_diagonal(length, width):
    Given the length and width of a rectangle, the function calculates
    the diagonal length of the rectangle.
    Parameters/inputs
    length, width: length and width of the rectangle (must be greater tha
    Returns
    The diagonal length of the rectangle
    return ((length*length)+(width*width))**0.5
def calc_rectangle_area(length, width):
    Given the length and width of a rectangle, the function calculates
    the area of the rectangle.
    Parameters/inputs
    length, width: length and width of the rectangle (must be greater tha
    Returns
    The area of the rectangle
    return length*width
if __name__ == "__main__":
    # Ask inputs
    # Cast input to float, to avoid problem with string input
    length = float(input("Enter the length of the rectangle: "))
    width = float(input("Enter the width of the rectangle: "))
    # Check if length and width are both greater than zero
    if (length > 0) and (width > 0):
        print("Calculating the properties of the rectange!")
        print(f'Perimeter: {calc_rectangle_perimeter(length, width)}')
        print(f"Diagonal length: {calc_rectangle_diagonal(length, width)}
        print("Area: ", calc_rectangle_area(length, width))
    else: print("The length and the width of the rectangle must be greate
```

The length and the width of the rectangle must be greater than zero.  $% \left( 1\right) =\left( 1\right) \left( 1\right$