

# Assignment 3

name-Min Myat Ngwe

date-9/6/2023

1. Write a lambda expression to get the product of two numbers. Run test for expression(5,6) Output: 30

```
In [24]: product = lambda num1, num2: num1 * num2
print(product(5, 6))
```

30

2. Write a function to get the area of a circle from the radius. Hint: remember to import the right module for being able to calculate the area of the circle. Run test for function (10) Output: 314.1592653589793

```
In [25]: import math
def circle_area(radius):
    cal = math.pi * math.pow(radius, 2)
    return cal
print(circle_area(10))
```

314.1592653589793

3. Build a simple calculator which can: add, subtract, multiply, divide. Hint: solve by writing a function that takes as argument two numbers and the operation and returns the desired output. Run test for function(2,5,'d') Output: 0.4

```
In [26]: def calculator(num1, num2, operator):
    if operator == "a":
        return num1 + num2
    elif operator == "s":
        return num1 - num2
    elif operator == "m":
        return num1 * num2
    elif operator == "d":
        return num1 / num2
print(calculator(2, 5, "d"))
```

0.4

4. Define a class named Rectangle which can be constructed by a length and width. The Rectangle class has a method which can compute the area. Run test for r = Rectangle(5,10) r.area() Output: 50

```
In [27]: class Rectangle():
    def __init__(self, length, width):
        self.length = length
        self.width = width
    def area(self):
        return self.length * self.width
r = Rectangle(5, 10)
print(r.area())
```

50

5. Define a class named Shape and its subclass Square. Shape objects can be constructed by name and length. It has an area function which returns 0. Square subclass has an init function which takes a length and name as argument and has an area method and a describe method which prints the name of the Shape. Print the area from Square class. Run test for: s = Square('square', 5) print(s.area()) print(s.describe()) Output: The area is: 25 This is a: square

```
In [28]: class Shape:
    def __init__(self, name, length):
        self.name = name
        self.length = length
    def area(self):
        return 0
class Square(Shape):
    def __init__(self, name, length):
        super().__init__(name, length)
    def square_area(self):
        area_calculation = self.length ** 2
        return area_calculation
    def describe(self):
        return f"This is the {self.name}"
square = Square("square", 5)
print(f"The area is: {square.square_area()}")
print(f"{square.describe()}")
```

The area is:25  
This is the square

In [ ]:

In [ ]:

In [ ]:

In [ ]:

Loading [MathJax]/jax/output/CommonHTML/fonts/TeX/fontdata.js