# Coding Assignment

## SynSense AG

## Computer Vision Application Engineer

## October 7, 2024

# 1    Coding exercises

This is an exercise for SW architecture.

Design and code a set of classes in Python for defining and manipulating two-dimensional geometric shapes. A user should be able to define points and at least two shapes (e.g. rectangle; triangle; circle). User should be able to determine whether an arbitrary point is contained within a shape, and whether two shapes overlap. The classes should have a clean inheritance hierarchy, and be well-documented. Methods do not need to be fully implemented, but can exist as stubs.