Getting Started

Bookmark this page

Introduction

In this problem set you will practice designing a simulation and implementing a program that uses classes.

As with previous problem sets, please don't be discouraged by the apparent length of this assignment. There is quite a bit to read and understand, but most of the problems do not involve writing much code.

Getting Started

Download and save

pset2.zip: A zip file of all the files you need, including:

- `ps2.py`, a skeleton of the solution.
- `ps2_visualize.py`, code to help you visualize the robot's movement (an optional - but cool! - part of this problem set).
- `ps2_verify_movement35.pyc`, precompiled module for Python 3.5 that assists with the visualization code.

REVIEW OBJECT ORIENTED PROGRAMMING AND CLASSES

This and future problem sets will require you to know OOP. If you need a refresher, please visit these links and make sure you are familiar with these topics.

- Implementing new classes and their attributes.
- Understanding class methods.
- Understanding inheritance.
- Telling the difference between a class and an instance of that class - recall that a *class* is a blueprint of an object, whilst an *instance* is a single, unique unit of a class.
- Utilizing libraries as black boxes.

Problem Set 2: Getting Started

Hide Discussion

Topic: Sandbox / Problem Set 2: Getting Started

Show all posts by recent activity

There are no posts in this topic yet.

‹ Previous

Next ›

edX

Legal

Connect

Calculator