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## **Getting Started**

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#### 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**

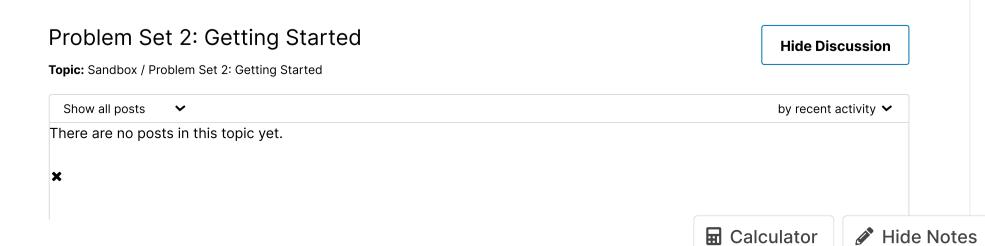
pset2.zip: A zip file of all the files you need, including:

- 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 <u>new classes and their attributes</u>.
- Understanding class methods.
- Understanding <u>inheritance</u>.
- 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.



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