

## UNIVERSITY OF ENGINEERING AND TECHNOLOGY PESHAWAR, JALOZAI CAMPUS

### Lab: Classes 2 -repr-- and -str--

Lab Title: EE-271 "OOP & Data Structures Lab"

Time: 10 min/ Task

#### Lab report task:

- 1. Define a class circle. Your class must have the appropriate \_\_init\_\_ method.
  - i. Add appropriate property methods. (@property and @property.setter)
  - ii. In addition, add an instance method for the volume of a cylinder with the given radius.
  - iii. Add property method for area, circumference, and diameter.
  - iv. Add \_\_repr\_\_ and \_\_str\_\_ to the class.
  - v. Add proper annotation and doc string to every class and instance method.
  - a. Define inst\_1 and pass two numbers.
  - b. Make another instance inst2.
  - c. Print inst\_1 and inst\_2, for this use the print command and pass the inst\_1 and inst\_2.
  - d. Call the \_\_dict\_\_ by the class name.
  - e. Also pass the class name to the vars built-in function.
  - f. Call the dict on the object of the class.
  - g. Pass the class name to help.
  - h. Print the doc-string and annotations of both the class and each instance method.
  - i. Modify the \_\_init\_\_ by making its parameters default and verify by instances.

#### Lab work tasks:

- 1. Define a class point in 2 dimension coordinate system. Your class must have the appropriate \_\_init\_\_ method.
  - i. Add appropriate property methods. (@property and @property.setter)
  - ii. In addition, add instance method for the distance between points.
  - iii. Add another instance method for calculating the distance from origin.
  - iv. Add another method with the name locate to display the coordinate in which the point is located.
  - v. Add \_\_repr\_\_ and \_\_str\_\_ to the class.
  - vi. Add proper annotation and doc string to every class and instance method.
  - a. Define inst 1 and pass two numbers.
  - b. Make another instance inst2.
  - c. Print inst 1 and inst 2, for this use the print command and pass theinst 1 and inst 2.
  - d. Also print the location of both points. (Add a display method).

	i.	Pass the class name to help.
	j.	Print the doc-string and annotations of both the class and each instance method.
	k.	Modify theinit by by making its parameters default and verify by instances.
2.	Define	a class circle. Your class must have the appropriateinit method. i. Add appropriate property methods. (@property and @property.setter)
		<ul> <li>ii. In addition, add an instance method for the volume of a cylinder with the given radius.</li> <li>iii. Add property method for area, circumference, and diameter.</li> <li>iv. Addrepr andstr to the class.</li> <li>v. Add proper annotation and doc string to every class and instance method.</li> </ul>
	j.	Define inst_1 and pass two numbers.
	k.	Make another instance inst2.
	l.	Print inst_1 and inst_2, for this use the print command and pass the inst_1 and inst_2.
	m.	Call thedict by the class name.
	n.	Also pass the class name to the vars built-in function.
	0.	Call thedict on the object of the class.
	p.	Pass the class name to help.
	q.	Print the doc-string and annotations of both the class and each instance method.
	r.	Modify theinit by making its parameters default and verify by instances.
3.	Define	a class RLC for a series RLC circuit. Your class must have the appropriateinit method. i. Add appropriate property methods. (@property and @property.setter)
	a.	<ul> <li>ii. Add property method for impedance, phase, and power factor.</li> <li>iii. In addition, add an instance method for the current in the circuit with a given input voltage.</li> <li>iv. Addrepr andstr to the class.</li> <li>v. Add proper annotation and doc string to every class and instance method.</li> <li>Define inst_1 and pass two numbers.</li> </ul>
	b.	Make another instance inst2.
	c.	Print inst_1 and inst_2, for this use the print command and pass theinst_1 and inst_2.
	d.	Call thedict by the class name.
		<del>_</del> _ ,

e. Calculate the distance between these two pints.

h. Call the \_\_dict\_\_ on the object of the class.

g. Also pass the class name to the vars built-in function.

f. Call the \_\_dict\_\_ by the class name.

- e. Also pass the class name to the vars built-in function.
- f. Call the dict on the object of the class.
- g. Pass the class name to help.
- h. Print the doc-string and annotations of both the class and each instance method.
- i. Modify the \_\_init\_\_ by making its parameters default and verify by instances.

# **Note:** Please make a class for each of the following using the detail procedure from the above tasks.

#### Math:

- 4. Square: A four-sided polygon (quadrilateral) with all sides of equal length and all angles 90 degrees.
- 5. Rectangle: A four-sided polygon where opposite sides are equal in length and all angles are 90 degrees.
- 6. Triangle: A three-sided polygon with three edges and three vertices. There are various types of triangles (e.g., equilateral, isosceles, scalene).
- 7. Trapezoid (US) / Trapezium (UK): A four-sided figure with at least one pair of parallel sides.
- 8. Parallelogram: A four-sided shape with opposite sides that are equal and parallel.
- 9. Rhombus: A parallelogram where all sides are of equal length, but the angles are not necessarily 90 degrees.
- 10. These shapes serve as building blocks for more complex forms in geometry and design.

## Circuit:

- 11. Make a class for a circuit with only one resistor.
- 12. Making a class for the RL circuit.
- 13. Making a class for the RC circuits.
- 14. Making a class for RLC parallel circuits.
- 15. Modify the RLC series for the series resonance case.
- 16. Modify the RLC parallel for the parallel resonance case.