**Exercise: Objects and Classes**

Problems for exercises and homework for the [“Python Fundamentals” course @ SoftUni](https://softuni.bg/opencourses/python-fundamentals-course).

Check your solutions here:https://judge.softuni.bg/Contests/950.

* **Distance Between Points**

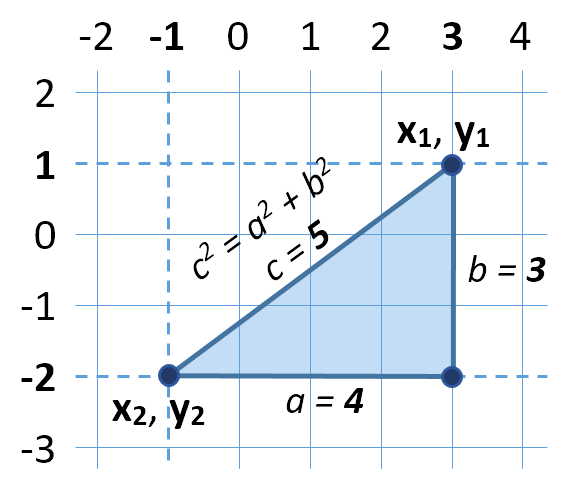
Write a method to calculate the distance between two points **p1** {**x1**, **y1**} and **p2** {**x2**, **y2**}. Write a program to read **two points** (given as two integers) and print the **Euclidean distance** between them.

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| 3 4  6 8 | 5.000 |
| 3 4  5 4 | 2.000 |
| 8 -2  -1 5 | 11.402 |

**Hints**

* Create a **class Point** holding properties **X** and **Y**.
* Write a method **CalcDistance(p1,** **p2)** that returns the distance between the given points – a number.
* Use [this formula](http://www.cut-the-knot.org/pythagoras/DistanceFormula.shtml) to calculate the distance between two points. How it works?
* Let's have two points **p1** {**x1**, **y1**} and **p2** {**x2**, **y2**}
* Draw a right-angled triangle
* Side **a = |x1 - x2|**
* Side **b = |y1 - y2|**
* Distance == side **c** (hypotenuse)
* **c2** = **a2** + **b2** (Pythagorean theorem)
* Distance = **c** =



* You can use [**math.s HYPERLINK "https://msdn.microsoft.com/en-us/library/system.math.sqrt(v=vs.90).aspx"qrt(number)**](https://msdn.microsoft.com/en-us/library/system.math.sqrt(v=vs.90).aspx) method for calculating a square root.
* Print the distance **formatted to the** **3rd decimal point**.
* **Closest Two Points**

Write a program to read **n** points and find the **closest two** of them.

**Input**

The **input** holds the number of points **n** and **n** lines, each holding a point {**X** and **Y** coordinate}.

**Output**

* The **output** holds the shortest distance and the closest two points.
* If several pairs of points are equally close, print **the first** of them (from top to bottom).

**Examples**

|  |  |  |  |
| --- | --- | --- | --- |
| **Input** | **Output** | **Visualization** | **Comments** |
| 4  3 4  6 8  2 5  -1 3 | 1.414  (3, 4)  (2, 5) |  | The closest two points are **{3, 4}** and **{2, 5}** at distance 1.4142135623731 ≈ **1.414**. |
| 3  12 -30  6 18  6 18 | 0.000  (6, 18)  (6, 18) |  | Two of the points have the same coordinates **{6, 18}**, so the distance between them is **0**. |
| 3  1 1  2 2  3 3 | 1.414  (1, 1)  (2, 2) |  | The pairs of points {{1, 1}, {2, 2}} and {{2,2}, {3,3}} stay at the same distance, but the first pair is {**{1, 1}**, **{2, 2}**}. The distance between them is 1.4142135623731 ≈ **1.414**. |

**Hints**

* Use the **class** **Point** you created in the previous task.
* Create an array  **points** that will keep all points.
* Create a method **find\_closest\_points(points)** that will check distance **between every two pairs** from the array of points and returns the two closest points in a new array.
* Print the **closest distance** and the **coordinates** of the two closest points.
* **Rectangle Position**

Write a program to **read two rectangles** {left, top, width, height} and print whether the first is inside the second.

The input is given as two lines, each holding a rectangle, described by 4 integers: **left**, **top**, **width** and **height**.

**Examples**

|  |  |  |  |
| --- | --- | --- | --- |
| **Input** | **Output** | **Visualization** | **Comments** |
| 4 -3 6 4  2 -3 10 6 | Inside |  | The first rectangle stays **inside** the second. |
| 2 -3 10 6  4 -5 6 10 | Not inside |  | The rectangles intersect, no the first is **not insid**e the second. |
| 2 1 10 8  1 1 10 9 |  |  |  |

**Hints**

* Create a class **Rectangle** holding properties **Top**, **Left**, **Width** and **Height**.
* Define calculated properties **Right** and **Bottom**.
* Define a method **is\_inside(rectangle)**. A rectangle **r1** is inside another rectangle **r2** when:
* **r1.left ≥ r2.left**
* **r1.right ≤ r2.right**
* **r1.top ≤ r2.top**
* **r1.bottom ≤ r2.bottom**
* Create a method to **read** a **Rectangle**.
* Combine all methods into a single program.
* **Exercises**

Exercises are fun … Especially when they represent a problem from your exercises.

Implement a **class Exercise**, which has a **topic** (**string**), a **course\_name** (**string**), a **judge\_contest\_link** (**string**), and **problems** (**collection** of **strings**).

You will receive several input lines containing information about a single exercise in the following format:

**{topic} -> {course\_name} -> {judge\_contest\_link} -> {problem1}, {problem2}. . .**

You need to store every exercise in a **Collection** of **Exercises**. When you receive the command “**go go go**”, you end the input sequence.

You must print every exercise, in the following format:

**“Exercises: {topic}**

**Problems for exercises and homework for the "{course\_name}" course @ SoftUni.**

**Check your solutions here: {judge\_contest\_link}**

**1. {problem1}**

**2. {problem2}**

**. . .”**

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| ObjectsAndSimpleClasses -> ProgrammingFundamentalsExtended -> <https://judge.softuni.bg/Contests/439> -> Exercises, OptimizedBankingSystem, Animals, Websites, Boxes, BoxIntersection, Messages  go go go | Exercises: ObjectsAndSimpleClasses  Problems for exercises and homework for the "ProgrammingFundamentalsExtended" course @ SoftUni.  Check your solutions here: <https://judge.softuni.bg/Contests/439>  1. Exercises  2. OptimizedBankingSystem  3. Animals  4. Websites  5. Boxes  6. BoxIntersection  7. Messages |

* **Optimized Banking System**

Create a **class** **BankAccount** which has a **Name** (**string**), **Bank** (**string**) and **Balance** (**decimal**).

You will receive several input lines, containing information in the following way:

**{bank} | {accountName} | {accountBalance}**

You need to store every given Account. When you receive the command “**end**” you must **stop** the input sequence.

Then you must print all **Accounts**, **ordered** by their **balance**, in **descending order**, and then by **length** of the **bank name**, in **ascending order**.

The accounts must be printed in the following way “**{accountName} -> {balance} ({bank})**”.

**Note**: **Numbers** must be printed rounded to the **2nd** decimal digit.

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| DSK | Ivan | 504.403  DSK | Pesho | 2000.4031  DSK | Aleksander | 20000.0001  Piraeus | Ivan | 504.403  Piraeus | Aleksander | 20000.0001  end | Aleksander -> 20000.00 (DSK)  Aleksander -> 20000.00 (Piraeus)  Pesho -> 2000.40 (DSK)  Ivan -> 504.40 (DSK)  Ivan -> 504.40 (Piraeus) |

* **Animals \***

You have been given the task to create classes for several sophisticated animals.

Create a **class Dog** which has a **name** (**string**), **age** (**int**) and **number\_of\_legs** (**int**).

Create a **class Cat** which has a **name** (**string**), **age** (**int**) and **intelligence\_quotient** (**int**).

Create a **class Snake** which has a **name** (**string**), **age**(**int**) and **cruelty\_coefficient** (**int**).

Create a **method** in **each class** which is called **produce\_sound()**. The method should print on the console a string depending on the class:

* If it’s a **Dog**, you should print “**I'm a Distinguishedog, and I will now produce a distinguished sound! Bau Bau.**”
* It it’s a **Cat**, you should print “**I'm an Aristocat, and I will now produce an aristocratic sound! Myau Myau.**”
* If it’s a **Snake**, you should print “**I'm a Sophistisnake, and I will now produce a sophisticated sound! Honey, I'm home.**”

Now for the real deal. You will receive several input commands, which will register animals or make them produce sounds, until you receive the command “**I’m your Huckleberry**”.

The commands will be in the following format:

**{class} {name} {age} {parameter}**

The **class** will be either “**Dog**”, “**Cat**” or “**Snake**”. The **name** will be a simple **string**, which can contain **any** ASCII character BUT **space**. The **age** will be an **integer**. The **parameter**, will be an **integer**. **Depending** on the **class** it would either be **number of legs**, **IQ**, or **cruelty coefficient**.

Register each animal, and keep them in **collections**, by your **choice**, so that you can **ACCESS THEM BY NAME**. You will most likely need 3 collections, to store the different animals inside them.

Between the register commands you might receive a command in the following format:

**talk {name}**

You must then make the **animal** with the **given name**, **produce a sound**.

When you receive the ending command, you should print every animal in the following format:

* If it’s a **Dog**, you should print “**Dog: {name}, Age: {age}, Number Of Legs: {numberOfLegs}**”
* It it’s a **Cat**, you should print “**Cat: {name}, Age: {age}, IQ: {intelligenceQuotient}**”
* If it’s a **Snake**, you should print “**Snake: {name}, Age: {age}, Cruelty: {crueltyCoefficient}**”

Print first the **Dogs**, then the **Cats**, and lastly – **The Snakes**.

**Constraints**

* You can assume that there will be **no duplicate** names (**even** in **different animals**).
* All input data will be **valid**. There will be **no invalid** input lines.
* The **name** in the **talk** command, will **always** be **existent**.

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| Dog Sharo 3 4  Cat Garfield 5 200  Snake Alex 25 1000  talk Sharo  talk Garfield  talk Alex  I'm your Huckleberry | I'm a Distinguishedog, and I will now produce a distinguished sound! Bau Bau.  I'm an Aristocat, and I will now produce an aristocratic sound! Myau Myau.  I'm a Sophistisnake, and I will now produce a sophisticated sound! Honey, I'm home.  Dog: Sharo, Age: 3, Number Of Legs: 4  Cat: Garfield, Age: 5, IQ: 200  Snake: Alex, Age: 25, Cruelty: 1000 |
| Dog Bau 5 10  Cat Myau 5 100  Dog Georgi 20 1000  Cat Bojo 4 20  talk Bojo  I'm your Huckleberry | I'm an Aristocat, and I will now produce an aristocratic sound! Myau Myau.  Dog: Bau, Age: 5, Number Of Legs: 10  Dog: Georgi, Age: 20, Number Of Legs: 1000  Cat: Myau, Age: 5, IQ: 100  Cat: Bojo, Age: 4, IQ: 20 |
| Dog Bau 5 10  Cat Bojo 4 20  Dog Hau 5 10  talk Bojo  I'm your Huckleberry | I'm an Aristocat, and I will now produce an aristocratic sound! Myau Myau.  Dog: Bau, Age: 5, Number Of Legs: 10  Dog: Hau, Age: 5, Number Of Legs: 10  Cat: Bojo, Age: 4, IQ: 20 |
|  |  |

* **Websites**

You have been tasked to create an ordered database of websites. For the task you will need to create a **class** **Website**, which will have a **Host**, a **Domain** and **Queries**.

The **Host** and the **Domain** are simple **strings**.   
The **Queries**, is **Collections** of **strings**.

You will be given several input lines in the following format:

**{host} | {domain} | {query1,query2. . .}**

Note: There will **always** be a **host** and a **domain**, but there **might** **NOT** be **ANY** **queries**.

The input sequence ends, when you receive the command “**end**”. Then you must print **all websites** in the following format:

**https://www.{host}.{domain}/query?=[{query1]&[{query2}]&[query3]. . .**

In case there are **NO** **queries**, just print:

**https://www.{host}.{domain}**

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| softuni | bg | user,course,homework  judge.softuni | bg | contest,bg  google | bg | search,query  zamunda | net  end | [https://www.softuni.bg/query?=[user]&[course]&[homework](https://www.softuni.bg/query?=%5buser%5d&%5bcourse%5d&%5bhomework)]  [https://www.judge.softuni.bg/query?=[contest]&[bg](https://www.judge.softuni.bg/query?=%5bcontest%5d&%5bbg)]  [https://www.google.bg/query?=[search]&[query](https://www.google.bg/query?=%5bsearch%5d&%5bquery)]  [https://www.zamunda.net](https://www.zamunda.net/) |

* **Boxes**

Create a **class Box**, which will represent a **rectangular** **box**. The Box should have **UpperLeft** (**Point**), **UpperRight** (**Point**), **BottomLeft** (**Point**), **BottomRight** (**Point**).

Create, or use from the Lab, the **class Point** which has **X** (**int**) and **Y** (**int**) – coordinates in **2D space**. Move the **CalculateDistance()** method in the **Point class**, exactly as it is. Then use “**Point.CalculateDistance(point1, point2)**” signature, to **use** the **method**.

Create **2 methods** in the **Box class**:  
**CalculatePerimeter(width, height)**  
**CalculateArea(width, height)**.

Make them **return** **integers**, representing the **perimeter** and **area** of the **box**.

The formulas are respectively – (**2 \* Width + 2 \* Height**) and (**Width \* Height**).

The **Width** is the **distance** **between** the **UpperLeft** and the **UpperRight** Points, and **ALSO** – the **Bottomleft** and the **BottomRight** Points.

The **Height** is the **distance** **between** the **UpperLeft** and the **BottomLeft** Points, and **ALSO** – the **UpperRight** and the **BottomRight** Points.

You will receive several input lines in the following format:

**{X1}:{Y1} | {X2}:{Y2} | {X3}:{Y3} | {X4}:{Y4}**

Those will be the coordinates to **UpperLeft**, **UpperRight**, **BottomLeft** and **BottomRight** (**IN THE SAME ORDER**).

When you receive the command “**end**”. You must print **all Boxes** in the following format:

**“Box: {width}, {height}**

**Perimeter: {perimeter}**

**Area: {area}”**

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| 0:2 | 2:2 | 0:0 | 2:0  -3:0 | 0:0 | -3:-3 | 0:-3  -2:2 | 2:2 | -2:-2 | 2:-2  end | Box: 2, 2  Perimeter: 8  Area: 4  Box: 3, 3  Perimeter: 12  Area: 9  Box: 4, 4  Perimeter: 16  Area: 16 |

* **Messages \***

Create a **class** **User**, which has a **Username** (**string**), and **ReceivedMessages** (**Collection** of **Messages)**.   
Create a **class** **Message**, which has a **Content** (**string**) and a **Sender** (**User**).

You will have to store a messaging history for every user. The input consists of 2 commands:

“**register {username}**”

“**{senderUsername} send {recipientUsername} {content}**”

The **register command**, registers a **user** with the **given username**.

The **send command**, sends a **message**, from the **given sender**, to the **given recipient**, with the **given content**. That means that you must **add** the **message** to the **recipient’s ReceivedMessages**.  
If **even one** of the **given names** does **NOT** exist, **ignore** the command.

When you receive the command “**exit**” you must end the input sequence. After that you will receive **2 usernames**, **separated** by a **space**.

You must **print all messages**, sent, **between the two users**, corresponding to **the given usernames**. The messages should be printed in a specified way. You should print **first** a **message** **SENT** from the **first user**, **then** a **message** **SENT** from the **second user**, then a **message** from **the first user**, and **so** **on**. If one of the **collections** of **messages** has **more** **elements** than the **other**, just print the **remaining elements** from it.

The first user’s messages must be printed in the following way:  
**“{firstUser}: {content}”**

The second user’s message must be printed in the following way:

**“{content} :{secondUser}”**

When you print the whole output, it should look like this:

**{firstUser}: {content1}**

**{content1} :{secondUser}**

**{firstUser}: {content2}**

**{content2} :{secondUser}**

**. . .**

In case there are **NO** messages **between** the two users, print “**No messages**”.

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| register Ivan  register Pesho  Ivan send Pesho pesho  Ivan send Pesho pesho\_tam\_li\_si?  Pesho send Ivan kaji\_vanka  Pesho send Ivan tuk\_sum  Pesho send Ivan chakai\_che\_bachkam  Ivan send Pesho kvo\_stava  Ivan send Pesho kak\_si  Ivan send Pesho deka\_izbega\_be?  Ivan send Pesho pecaaa!!!  exit  Ivan Pesho | Ivan: pesho  kaji\_vanka :Pesho  Ivan: pesho\_tam\_li\_si?  tuk\_sum :Pesho  Ivan: kvo\_stava  chakai\_che\_bachkam :Pesho  Ivan: kak\_si  Ivan: deka\_izbega\_be?  Ivan: pecaaa!!! |
| register John  John send Harry harry\_you\_there?  register Harry  John send Harry harry?  register Donald  Harry send John yeah\_sorry\_was\_out...  Harry send John wassup?  Donald send John Yo\_John?  Donald send Jonh You\_there?  John send Harry thank\_god!!  John send Harry I\_need\_you!  exit  John Harry | John: harry?  yeah\_sorry\_was\_out... :Harry  John: thank\_god!!  wassup? :Harry  John: I\_need\_you! |