

Practical Work 01 Beginning Python

Part A – “Area and perimeter calculator project”

Tasks:

1. Basic Input/Output

- Ask the user to choose a shape: "circle", "rectangle", "square".
- Ask for the required dimensions.

2. Functions for Calculations

- Write a function to calculate the area and the perimeter for each shaper.

Circle		Rectangle		Square	
<u>Area</u>	<u>Perimeter</u>	<u>Area</u>	<u>Perimeter</u>	<u>Area</u>	<u>Perimeter</u>
$A = \pi r^2$	$C = 2\pi r$	$A = L \times W$	$P = 2(l + w)$	$A = s^2$	$P = 4s$

3. Control Flow & Data Structures

- Use (**if/elif/else**) to decide which shape to compute.
- Store each result in a **dictionary**:
- {"shape": "circle", "radius": 5, "area": 78.5, "perimeter": 31.4}
- Keep all results inside a **list** called calculations.

4. Loops

- Allow the user to perform multiple calculations until they type "exit".

5. File Handling

- Save each result to a file named “**results.txt**”.
- Each line should contain the shape and its results.
- Example of a result: “ *{'shape': 'Circle (radius=20.0)', 'area': 1256.6370614359173, 'perimeter': 125.66370614359172}* ”

Part B – Object-Oriented Version

Tasks:

1. Base Class

- Create a class *Shape* with methods:
 - **area()**
 - **perimeter()**
 - **__str__()** (returns "Generic Shape")

2. Circle Class

- Inherit from Shape.
- Constructor takes radius.
- Implement **area()** and **perimeter()**.
- Override **__str__()** to return "Circle (radius=5)".

3. Rectangle Class

- Constructor takes length and width.
- Implement **area()** and **perimeter()**.
- Override **__str__()** to return "Rectangle (length=4, width=6)".

4. Square Class

- Inherit from *Rectangle*.
- Constructor takes side.
- Override **__str__()** to return "Square (side=4)".

5. Main Program Refactor

- Instead of calling functions, create **objects** (Circle, Rectangle, Square).
- Call **shape.area()** and **shape.perimeter()** on them.
- Store results in the same **dictionary + list** format as before.
- Save results to file just like in **Part A**.