Exercises

Resource Name: The Quick Python Book 3rd Edition

Chapter: #15

Step: #3

By: Dorrin Samadian

TRY THIS: INSTANCE VARIABLES

class Rectangle:

def__init__(self):

self.height = 6

self.width = 4

TRY THIS: INSTANCE VARIABLES AND METHODS

```
class Rectangle:
    def__init__(self, height, width):
        self.height = height
        self.width = width

def area(self):
    return self.height * self.width
```

TRY THIS: CLASS METHODS

```
class Circle:
   pi = 3.14
   circle = []
def__init__(self, radius):
   self.radius = radius
   self.__class__.circle.append(self)
def area(self):
   return Circle.pi * self.radius * self.radius
def circle_circumference(self):
   return self.radius * Circle.pi * 2
@class_method
def final_ans(temp):
   sum = 0
   for t in temp.circle:
      sum = sum + t.circle_circumference ()
   return sum
```

TRY THIS: INHERITANCE

```
class Shape:
    def__init__(self, a, b):
        self.a = a
        self.b = b

class Rectangle(Shape):
    def__init__(self, a, b):
        super().__init__(a, b)
```

- 1) Squares are a subset of the rectangles, so a square can inherit from a triangle.
- 2) Each shape has its own area formula so putting the area function in the class Shape isn't ok.

TRY THIS: PRIVATE INSTANCE VARIABLES

```
class Rectangle():
    def__init__(self, x, y):
        self.__x = x
        self.__y = y
```

TRY THIS: PROPERTIES

```
class Rectangle():
   def init (self, a, b):
       self.\underline{\phantom{a}}a = a
       self.__b = b
@property
def a(self):
   return self.__a
@a.setter
def a(self, a_updated):
   if a_updated \geq 0:
       self. a = a_updated
@property
def b(self):
   return self.__b
@b.setter
def y(self, b_updated):
    if b_updated >= 0:
        self.\_b = b\_updated
rectangle = Rectangle(14, 16)
print(rectangle.a, rectangle.b)
rectangle.a = 15
rectangle.b
print(rectangle.a, rectangle.b)
```

LAB 15: HTML CLASSES			
The file is uploaded to my	GitHub.		