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OOP

14575

Programming Language: Python

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```python
import csv
import sympy as sp
import numpy as np
import matplotlib.pyplot as plt

class Grapher:
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def showGraph(self):
        plt.plot(self.x, self.y)

    def graph(self):
        plt.plot(self.x, self.y)
        plt.xlabel('x')
        plt.ylabel('y')
        plt.title('Graph')
        plt.legend()
        plt.grid(True)
        plt.show()

class EquationFinder(Grapher):  # Herencia de Grapher
    def __init__(self, file_path):
        super().__init__([], [])  # Llama al constructor de la clase base
        print("Vamos a encontrar la ecuación de una ecuación cuadrática")
        self.loadData(file_path)

    def loadData(self, file_path):
        with open(file_path, newline='', encoding='latin-1') as csvfile:
            reader = csv.reader(csvfile, delimiter=',')
            for row in reader:
                self.x.append(float(row[0].replace(',', '.')))
                self.y.append(float(row[1].replace(',', '.')))
```

```python
class Device():
    def __init__ (self,storage,ram,cpu):
        self.storage = storage
        self.ram = ram
        self.cpu = cpu

    def showConfig(self):
        print("Storage: ",self.storage)
        print("Ram: ",self.ram)
        print("Cpu: ",self.cpu)

class Phone(Device):
    def __init__ (self,storage,ram,cpu,screen):
        super().__init__(storage,ram,cpu)
        self.screen = screen

    def doACall(self):
        print("Calling...")



class Computer(Device):
    def __init__ (self,storage,ram,cpu,keyboard):
        super().__init__(storage,ram,cpu)
        self.keyboard = keyboard

    def type(self):
        print("Typing...")
```