Lab04_Task.

A Circle "Has a" Point at Its Center) A circle has a point at its center. Create a class Point that represents an (x-y) coordinate pair and provides x and y read-write properties for the attributes _x and _y. Include __init__ and __repr__ methods,

and a move method that receives x- and y-coordinate values and sets the Point's new location. Create a class Circle that has as its attributes _radius and _point (a Point that represents the Circle's center location).

Include __init__ and __repr__ methods, and a move method that receives x- and y-coordinate values and sets a new location for the Circle by calling the composed Point object's move method. Test your Circle class by creating a Circle object, displaying its string representation, moving the Circle and displaying its string representation again.

2. Read the size of the matrix from the user. Populate it with data from the user. Print the original and the transpose matrices on screen.
3. You are given a square array (an array of n rows and n columns). And you have to set elements of the main diagonal equal to 1, to set elements above than that diagonal equal to 0, and to set elements below that diagonal equal to 2. That is, you need to produce such an array (example for n= =6):