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Aim: Write python programs to understand different object oriented features in python.

- 1. Write a class MyMatrix that represents a matrix. Passed the number of rows and columns, a MyMatrix matrix is constructed from a two-dimensional array of floats. These matrices should support the following operations:
 - i. Addition and subtraction (element-by-element),
 - ii. Multiplication (matrix product), and
 - iii. Generalized inverse (returning another matrix object).
 - iv. (Feel free to use the numpy package inside your methods for these operations.)
- 2. Write a specialized subclass SqMatrix that represents a square matrix.
 - i. Implement SqMatrix by inheriting from the MyMatrix class.
 - ii. SqMatrix should verify that it is constructed from a square array.
 - iii. If it is not square, it should display an informative error message.
 - iv. In addition to the inherited matrix operations, the class should provide:
 - a) Inversion (returning another matrix object) and
 - b) Eigenvalues (returning an array).
 - c) (Feel free to use the numpy package inside your methods for these operations.)

Objective of the Experiment:

1. Understanding inheritance and polymorphism in python.

Source code for the implementation:

(Write only important functions)

Post Labs:

- 1. Write a function that has a class Animal with a method 'legs'. Create two subclasses Tiger and Dog. Now, access the method legs explicitly with the class Dog and implicitly with the class Tiger.
- 2. Differentiate between method overloading and method overriding.
- 3. What is the use of pass in python?