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Exercise: coordinate

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Exercise: coordinate

5.0 points possible (graded)

ESTIMATED TIME TO COMPLETE: 7 minutes

Consider the following code from the last lecture video:

```
class Coordinate(object):
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def getX(self):
        # Getter method for a Coordinate object's x
        # coordinate.
        # Getter methods are better practice than just
        # accessing an attribute directly
        return self.x

    def getY(self):
        # Getter method for a Coordinate object's y
        # coordinate
        return self.y

    def __str__(self):
        return '<' + str(self.getX()) + ',' +
            str(self.getY()) + '>'
```

Your task is to define the following two methods for the `Coordinate` class:

1. Add an `__eq__` method that returns True if coordinates refer to same point in the plane (i.e., have the same x and y coordinate).
2. Define `__repr__`, a special method that returns a string that looks like a valid Python expression that could be used to recreate an object with the same value. In other words,



9. Classes and Inheritance

[Finger Exercises](#)



10. An Extended

Example

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Problem Set 5

[Problem Set due Mar 2, 2017 15:30 PST](#)



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`eval(repr(c)) == c` given the definition of `__eq__` from part 1.

For more on `__repr__`, see this SO post.

```

2  def __init__(self, x, y):
3      self.x = x
4      self.y = y
5
6  def getX(self):
7      # Getter method for a Coordinate object's x coordinate
8      # Getter methods are better practice than just accessing
9      return self.x
10
11 def getY(self):
12     # Getter method for a Coordinate object's y coordinate
13     return self.y
14
15 def __str__(self):
16     return '<' + str(self.getX()) + ',' + str(self.getY())
17

```

Press ESC then TAB or click outside of the code editor to exit

Unanswered

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Exercise: coordinate

Topic: Lecture 9 / Exercise: coordinate

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