

OOP - Lab 5

Exercise 1 :

1. Write a class **Square** that has two attributes :
 - L : number (length of a side)
 - C : character
2. Write the properties for each attribute.
3. Write the following methods:
 - The **constructors**.
 - **Area** : give the area of the square
 - **Perimeter** : give the area of the square
 - **Display** : display the square
 - **Extend** : extend the length of the square

Extend(2) => L*2
4. Write a program which displays the same output as the picture.

Output:

```
Length ? :  
3  
character ? :  
o  
This is the square :  
ooo  
ooo  
ooo  
Perimeter = 12  
Area= 12  
Extend the square=> 3 times more bigger  
oooooooooooo  
oooooooooooo  
oooooooooooo  
oooooooooooo  
oooooooooooo  
oooooooooooo  
oooooooooooo  
oooooooooooo  
oooooooooooo  
oooooooooooo
```

Exercise 2 :

Write a class called **Point** which contains two attributes as following:

- x represents the x-axis (real number)
 - y represents the y-axis (real number)
1. Write properties for all attributes.
 2. Write two constructors (one of them should initialize values of a point)
 3. Write the following methods:
 - **Input** which reads values from the user and modify the current point.
 - **Display** which display the coordinates of the current point.
 - **translate** which takes 2 values and translate the current point.
 - **Distance** which returns the distance² between the current point and a point.
 4. Write a program which :
 - Asks to create two points **P1** and **P2**.
 - Displays them.
 - Displays the distance between them.
 - Asks to give 2 integers a and b and Translate the point **P1** by using a and b.