## Python Randy's Rectangle Calculator OOP

Time required: 60 minutes

- Comment each line of code as shown in the tutorials and other code examples.
- Follow all directions carefully and accurately.
- Think of the directions as minimum requirements.

#### **Pseudocode**

- 1. Write pseudocode for the exercise
- 2. Submit with the assignment

### **Minimum Requirements**

The program will ask the user to enter the width and length of a rectangle, then display the rectangle's area and perimeter

Create a Python program named rectangle\_calculator\_oop.py

Create the following methods.

- Create a Python program named rectangle\_calculator\_functions.py
- 2. Create a **Rectangle** class.
- 3. Create each of the following methods.
- 4. Create a Rectangle object. Call each method from the object.

program\_title() - Print a nice program title.

get\_length() - This method will ask the user to enter the rectangle's length.

get\_width() - This function will ask the user to enter the rectangle's width.

**get\_area()** - This method should use the rectangle's length and width as arguments and return the rectangle's area. The area is calculated by multiplying the length by the width.

Area of a rectangle: **Area = length \* width** 

get\_perimeter() - This method should use the rectangle's length and width to calculate
the perimeter. The perimeter is calculated by adding the length and the width then

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multiplying by 2.

Perimeter of a rectangle: **Perimeter = 2 (length + width)** 

**display\_results()** - This function should display the rectangle's length, width, area, and perimeter.

## **TODO Outline of Program**

You can use the following TODO outline to get started with your program.

```
.. .. ..
   Name: rectangle_calculator_oop.py
   Author:
   Created:
   Purpose: Python program in OOP to calculate
   the area and perimeter of a rectangle
11 11 11
# TODO: Create Rectangle class
# TODO: Method to print nice program title
# TODO: Method to get user input as float for length data attribute
# TODO: Method to get user input as float for width data attribute
# TODO: Method to calculate area of rectangle for area data attribute
# Math formula: a = lw
# Use length and width data attributes
# TODO: Method to calculate the perimeter for perimeter data attribute
# Math formula: p = 2(1+w)
# Use length and width data attributes
# TODO: Display results
# Use f-strings to format float to 2 decimal places
# use comma , as a 1,000's separator
# TODO: Create Rectangle object
# Call all methods from Rectangle object
```

Example run:

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# **Assignment Submission**

- 1. Attach the pseudocode.
- 2. Attach the program files.
- 3. Attach screenshots showing the successful operation of the program.
- 4. Submit in Blackboard.

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