

Assignment 2 - Object-oriented Programming and Classes

- The problems of this assignment must be solved in Python.
- The TAs are grading solutions to the problems according to the following criteria:
<https://grader.eecs.jacobs-university.de/courses/350112/2018.1gB/Grading-Criteria-Python.pdf>

Problem 2.1 *Use of constructor*

(1 point)

Presence assignment, due by 18:30 h today

Download the file:

<https://grader.eecs.jacobs-university.de/courses/350112/python/student.py>

Change the constructor of the `Student` class in `student.py` such that it prints on the screen "Constructor being called" each time it is called.

Write a program that creates three students with the names "Jenny", "Steve" and "Celine". They have all received a score of 95 in their first quiz, and 90 in their second quiz.

Problem 2.2 *Playing craps*

(1 point)

Presence assignment, due by 18:30 h today

Download the files:

<https://grader.eecs.jacobs-university.de/courses/350112/python/die.py>

<https://grader.eecs.jacobs-university.de/courses/350112/python/craps.py>

Write a short test program called `test_craps.py` to play craps (i.e., to test the functionality provided by the `Player` class from `craps.py`).

Problem 2.3 *Rational numbers*

(1 point)

Download the file:

<https://grader.eecs.jacobs-university.de/courses/350112/python/rational.py>

Understand the `Rational` class from `rational.py`. Write a test program called

`test_rational.py` that uses the class and its methods to compute $\frac{1}{2} + \frac{1}{8}$. Print the result on the screen.

Problem 2.4 *Extend Student class*

(1 point)

Define a method `setName()` within the `Student` class that allows you to change the name of a student. Write a simple test program called `test_student.py` that tests this method. For example, create a student named "John" with score 100 for the first quiz, 95 for the second quiz and 50 for the third quiz. Then change his name to "Jack". Print the information about the student on the screen before and after changing it.

Problem 2.5 *Change Student class*

(1 point)

Within the `Student` class the age of a student should be stored as well. Change the constructor and add the methods called `setAge()` and `getAge()`. Extend your test program from **Problem 2.4** as well such that it tests the changed constructor and the methods.

Problem 2.6 *Circle class*

(2 points)

Write a program called `circle.py` which contains the definition and implementation of a class called `Circle`. The class should contain the following components:

- two private properties of the class: `radius` (of the type `float`) and `color` (of the type `string`)
- class constructor: a constructor which takes a `float` argument for `radius` and a `string` argument for the `color` with the default values of `1.0` for the `radius` and `"red"` for the `color`

- class methods: `getRadius()`, `getColor()`, `setRadius()`, `setColor()`, `getArea()` for returning the area of the current instance, `getPerimeter()` for returning the perimeter of the current instance
- overloaded `+` and `-` operators: for adding and subtracting two `Circle` instances by adding and subtracting their corresponding areas

Write a test program called `test_circle.py` which creates two instances of `Circle` and tests the constructors, the methods and the overloaded operators from above.

How to submit your solutions

Name the programs `a2_x.py`.

Each program **must** include a comment on the top like the following:

```
# JTSK-350112
# a2_1.py
# Firstname Lastname
# myemail@jacobs-university.de
```

You have to submit your solutions via *Grader* at

`https://grader.eecs.jacobs-university.de`.

If there are problems (but only then) you can submit the programs by sending mail to

`k.lipskoch@jacobs-university.de` **with a subject line that starts with JTSK-350112.**

Please note, that after the deadline it will not be possible to submit solutions. It is useless to send solutions then by mail, because they will not be accepted.

Your code must compile without any warning under python3.x.

This assignment is due by Wednesday, April 25th, 10:00 h