## **BIS 420 PROGRAMMING FOR DATA SCIENCE**

## PRAJAKTA POHARE CHAPTER 17 EXERCISE 17.5 ILLINOIS STATE UNIVERSITY

Write an add method for Points that works with either a Point object or a tuple:

- If the second operand is a Point, the method should return a new Point whose x coordinate is the sum of the x coordinates of the operands, and likewise for the y coordinates.
- If the second operand is a tuple, the method should add the first element of the tuple to the x coordinate and the second element to the y coordinate, and return a new Point with the result. class Point:

```
def __init__(self, x=0, y=0):
    self.x = x
    self.y = y

def __str__(self):
    return f'({self.x}, {self.y})'

def add(self, other):
    if isinstance(other, Point):

    return Point(self.x + other.x, self.y + other.y)
    elif isinstance(other, tuple) and len(other) == 2:

    return Point(self.x + other[0], self.y + other[1])
    else:
    raise TypeError("Operand must be either a Point or a tuple of length 2")
```

```
p1 = Point(2, 3)

p2 = Point(4, 1)

p3 = p1.add(p2)

print(p3)

p4 = p1.add((5, 6))

print(p4)
```

```
class Point:
    def __init__(self, x=0, y=0):
        self_x = x
        self_y = y
    def __str__(self):
        return f'({self.x}, {self.y})'
    def add(self, other):
        if isinstance(other, Point):
            return Point(self.x + other.x, self.y + other.y)
        elif isinstance(other, tuple) and len(other) == 2:
            return Point(self.x + other[0], self.y + other[1])
        else:
            raise TypeError("Operand must be either a Point or a tuple of length 2")
p1 = Point(2, 3)
p2 = Point(4, 1)
p3 = p1.add(p2)
print(p3)
p4 = p1.add((5, 6))
print(p4)
```