

BIS 420 PROGRAMMING FOR DATA SCIENCE
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CHAPTER 15 EXERCISE 15.2
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Write a function named `move_rectangle` that takes a `Rectangle` and two numbers named `dx` and `dy`. It should change the location of the rectangle by adding `dx` to the x coordinate of corner and adding `dy` to the y coordinate of corner.

class `Point`:

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

class `Rectangle`:

```
def __init__(self, width, height, corner):  
    self.width = width  
    self.height = height  
    self.corner = corner
```

```
def move_rectangle(rect, dx, dy):
```

```
    rect.corner.x += dx  
    rect.corner.y += dy
```

```
corner_point = Point(0, 0)
```

```
my_rectangle = Rectangle(100, 50, corner_point)
```

```
print(f'Before move: ({my_rectangle.corner.x}, {my_rectangle.corner.y})')
```

```
move_rectangle(my_rectangle, 10, 20)
```

```
print(f'After move: ({my_rectangle.corner.x}, {my_rectangle.corner.y})')
```

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

class Rectangle:
    def __init__(self, width, height, corner):
        self.width = width
        self.height = height
        self.corner = corner

def move_rectangle(rect, dx, dy):
    rect.corner.x += dx
    rect.corner.y += dy

corner_point = Point(0, 0)
my_rectangle = Rectangle(100, 50, corner_point)

print(f"Before move: ({my_rectangle.corner.x}, {my_rectangle.corner.y})")
move_rectangle(my_rectangle, 10, 20)
print(f"After move: ({my_rectangle.corner.x}, {my_rectangle.corner.y})")
```