COMPUTER SCIENCE

Assignment (03)

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Created under module Python Part II
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        ANSWER FOR QUESTION NUMBER (01)
In [1]: product = lambda x,y: x * y
        result = product(5, 6)
        print(result) # Changed 'reult' to 'result'
       30
        ANSWER FOR QUESTION NUMBER (02)
In [2]: import math
        def c_area(radius):
            #Calculate the area of a circle
            return math.pi * radius ** 2
        # Test
        print(c_area(10))
       314.1592653589793
        ANSWER FOR QUESTION NUMBER (03)
In [3]: def calculator(num1, num2, operation):
            if operation == '+':
                return num1 + num2
            elif operation == '-':
                return num1 - num2
            elif operation == '*':
                return num1 * num2
            elif operation == '/' or operation == 'd': # Handle 'd' as division
                if num2 == 0:
                    return "Division by zero error!"
                else:
                    return num1 / num2
            else:
                return "Invalid operation"
        result = calculator(2, 5, 'd')
        print(result)
       0.4
        ANSWER FOR QUESTION NUMBER (04)
In [4]: class Rectangle:
            def __init__(self, length, width):
                self.length = length
                self.width = width
            def area(self):
                return self.length * self.width
            # The defarea function definition was not indented correctly
            # It should be at the same level as the other methods of the class
            def defarea(self):
                return self.length * self.width
        r = Rectangle(5, 10)
        print(r.area())
       50
        ANSWER FOR QUESTION NUMBER (05)
In [5]: class Shape: # Define the Shape class
            def __init__(self, name, length=0): # Initialize with name and optional length
                self.name = name
                self.length = length
            def area(self):
                return 0 # Default area for Shape is 0
        class Square(Shape):
            def __init__(self, name, length):
                super().__init__(name, length) # Call the Shape constructor
            def area(self):
                return self.length * self.length
            def describe(self):
                print(f"This is a: {self.name}")
        s = Square('square', 5)
        print("The area is:")
        print(s.area())
        print(s.describe())
       The area is:
       This is a: square
```