

20.15. Exercises

2.

Question

Add a method `reflect_x` to `Point` which returns a new `Point`, one which is the reflection of the point about the x-axis. For example, `Point(3, 5).reflect_x()` is `(3, -5)`

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ActiveCode: 1 (ch_cl_01)

3.

Question

Answer

Add a method called `move` that will take two parameters, call them `dx` and `dy`. The method will cause the point to move in the x and y direction the number of units given. (Hint: you will change the values of the state of the point)

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