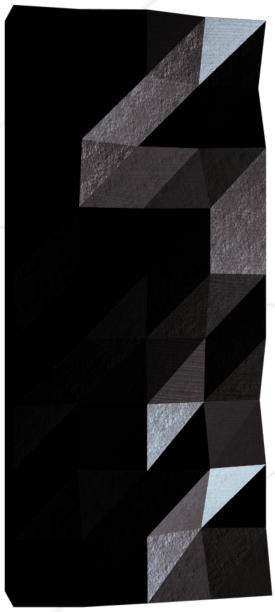

CodeInActionLab

Python-03

Summary: This document is the subject for the Python-03 module of the CodeInActionLab @ aba2020.

Version: 2.1

Contents

Chapter I

Instructions

- Only this page will serve as reference: do not trust rumors.
- Watch out! This document could potentially change up before submission.
- Make sure you have the appropriate permissions on your files and directories.
- You have to follow the submission procedures for all your exercises.
- Your exercises will be checked and graded by your fellow classmates.
- On top of that, your exercises will be checked and graded by a program called Moulinette.
- Moulinette is very meticulous and strict in its evaluation of your work. It is entirely automated and there is no way to negotiate with it. So if you want to avoid bad surprises, be as thorough as possible.
- Moulinette is not very open-minded.
- These exercises are carefully laid out by order of difficulty - from the easiest to the hardest. We `will not` take into account a successfully completed harder exercise if an easier one is not perfectly functional.
- Using a forbidden function is considered cheating. Cheaters get `-42`, and this grade is non-negotiable.
- If your program doesn't compile, you'll get `0`.
- You cannot leave any additional file in your directory than those specified in the subject.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- Your reference guide is called `Google / man / the Internet / ...`.
- Examine the examples thoroughly. They could very well call for details that are not explicitly mentioned in the subject...
- By Odin, by Thor ! Use your brain !!!

Chapter II

Foreword

Here is a discuss extract from the `Silicon Valley` serie:

```
- I mean, why not just use Vim over Emacs? (CHUCKLES)
- I do use Vim over Emac.
- Oh, God, help us! Okay, uh you know what? I just don't think this is
  going to work. I'm so sorry. Uh, I mean like, what, we're going to bring
  kids into this world with that over their heads? That's not really fair
  to them, don't you think?
- Kids? We haven't even slept together.
- And guess what, it's never going to happen now, because there is no
  way I'm going to be with someone who uses spaces over tabs.
- Richard! (PRESS SPACE BAR MANY TIMES)
- Wow. Okay. Goodbye.
- One tab saves you eight spaces! - (DOOR SLAMS) - (BANGING)

. . .

(RICHARD MOANS)

- Oh, my God! Richard, what happened?
- I just tried to go down the stairs eight steps at a time. I'm okay, though.
- See you around, Richard.
- Just making a point.
```

Hopefully, you are not forced to use emacs and your space bar to complete the following exercices.

Chapter III

Exercise 00 : Point

	Exercise 00
Turn-in directory : $ex00/$	
Files to turn in : `point.py`	
Allowed functions : `None`	

- Write a definition for a class named **Point** with attributes **x** and **y**. Then write a program that prints the distance between two different points that you get in input.

Here's how it should be prototyped:

```
class Point:
```

```
42~ > python3 point.py
Insert 1  Point: [10, 2]
Insert 2  Point: [3, 4]
The difference is: [7, 2]
42~ >
```

Chapter IV

Exercise 01 : circle

	Exercise 01
Turn-in directory : $ex01/$	
Files to turn in : `circle.py`	
Allowed functions : `None`	

- Write a definition for a class named **Circle** with attributes **center** and **radius**, where center is a **Point** object and radius is a number, Instantiate a Circle object that represents a circle with its center at (150, 100) and radius 75. Than prints circle datas.
    - Return circle datas with following string: "You created a Circle with radius: {radius} and center at: {center}
    - Make a **getRadius()** method
    - Make a **getCenter()** method

Here's how it should be prototyped:

```
class Circle:
def getRadius():
def getCenter():
```

```
42~ > python3 circle.py
You created a Circle with radius: 75 and center at: (150, 100)
42~ >
```

Chapter V

Exercise 02 : circle

	Exercise 02
circle	
Turn-in directory : $ex02/$	
Files to turn in : `circle.py`	
Allowed functions : `None`	

- Add to Circle class a method called **containsPoint()** that takes a Point and returns True if the Point lies in or on the boundary of the circle. Than prints the result.

Here's how it should be prototyped:

```
class Circle:
def containsPoint():
```

Chapter VI

Exercise 03 : rectangle

	Exercise 03
rectangle	
Turn-in directory : $ex03/$	
Files to turn in : `rectangle.py`	
Allowed functions : `None`	

- Add to Circle class a method called **containsRect()** that takes a Rectangle and returns True if the Rectangle lies entirely in or on the boundary of the circle. Than prints the result.

Here's how it should be prototyped:

```
class Circle:
class Rectangle:
def containsRect():
```

Chapter VII

Exercise 04 : rectangle

	Exercise 04
rectangle	
Turn-in directory : $ex04/$	
Files to turn in : `rectangle.py`	
Allowed functions : `None`	

- Write a function named **rectCircleOverlap()** that takes a Circle and a Rectangle and returns True if any of the corners of the Rectangle fall inside the circle. Than prints the result.

Here's how it should be prototyped:

```
class Circle:
class Rectangle:
def rectCircleOverlap():
```

Chapter VIII

Submission and peer-evaluation

Turn in your assignment in your `Git` repository as usual. Only the work inside your repository will be evaluated during the defense. Don't hesitate to double check the names of your files to ensure they are correct.

`You need to return only the files requested by the subject of this project.`