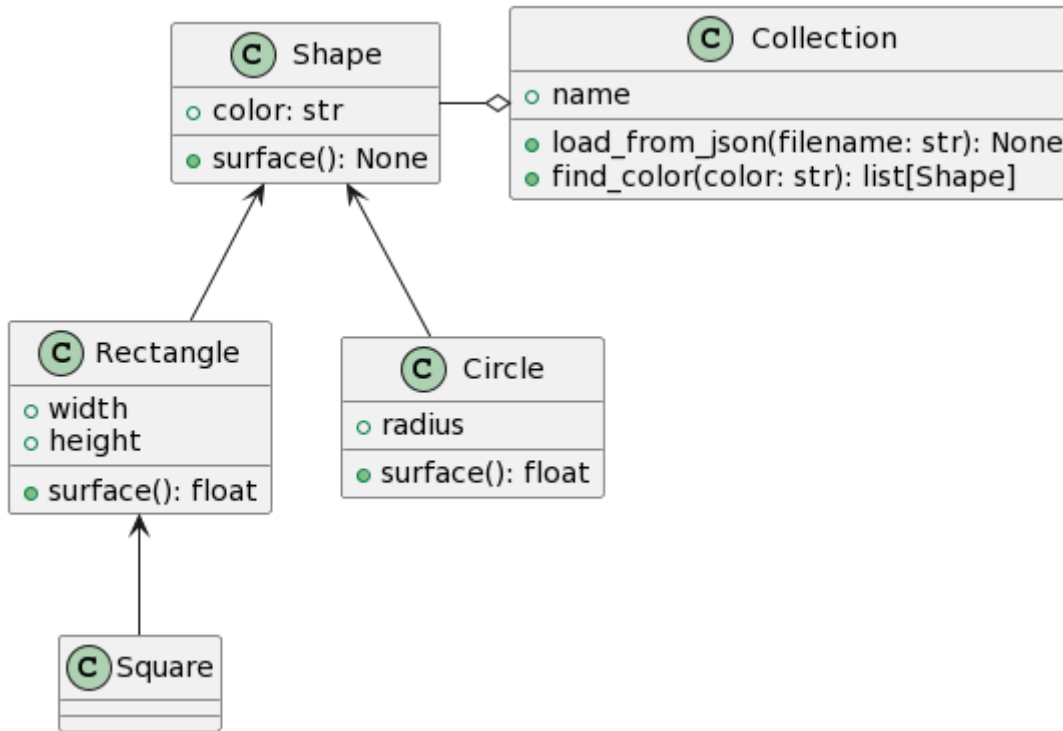


## Midterm exam -- ACIT2515

# Inheritance and advanced OOP

---

In this assignment, you will create 5 classes.



It is strongly recommended to get the shape classes done and tested before implementing the `Collection`. Run `pytest test_shapes.py` to only run tests for these classes.

## Shapes

- Read the tests in the `test_shapes.py` file.
- You have to create 4 classes.
- The `Shape` class takes a color (= a string) as argument
  - If the color provided is not a string, raise a `ValueError`
- the `Circle` class takes a radius (= a number) and a color
- The `Rectangle` class takes 2 numbers (width and height) and a color
- The `Square` class takes 1 number (= size) and a color

### Hints:

- No parameter validation of the shape dimensions is required for `Circle`, `Rectangle`, `Square`.
- You should only define `__str__` once.
- You can get the surface of a shape by calling the `surface()` method.
  - The surface of a rectangle is `width * height`

- The surface of a circle is  $\pi * radius^2$  ( $\pi$  is available as `math.pi` in Python)
- A generic `Shape` does not have a surface, and the method must raise an exception
- All surfaces are returned as `float`, with 2 decimals precision (use the Python builtin function `round`)

READ THE TESTS!

**9 tests = 9 marks**

## Collection

A collection contains shapes.

- Its constructor takes an argument: the name of the collection.
  - the name must be a string, otherwise raise a `TypeError` exception
  - the name is available as the instance attribute `name`
- The collection maintains a list of all its shapes in the `shapes` attribute.

### `load_from_json`

A collection can load shapes from a JSON file: `instance.load_from_json("example.json")` will load the information located in the `example.json` file. The JSON contains a list of shapes, each with the following format:

```
{
  "type": "rectangle",
  "dimensions": [2, 100],
  "color": "red"
}
```

This defines a `Rectangle` shape, with width == 2, height == 100 and color == "red". Your code must work with the shape types "rectangle", "square" and "circle". If another shape type is found in the JSON, ignore it.

Look at the structure of the JSON file provided (and/or the tests) to implement this method!

### `surface`

This method calculates the total surface occupied by all the shapes in the collection.

### `find_color`

This method takes a string as argument, and **returns** a list of shapes that match the given color.

`instance.find_color("blue")` will return a list of all the *blue* shapes in the `instance` collection. The list of shapes must be sorted by surface descending: the largest shape must be first in the list (and the smallest the last).

READ THE TESTS!

**8 marks = 7 tests (1 mark per test) + 1 mark for usage of unpacking**

## Submission

Submit your files to D2L.

**Total marks: 17**