Methods → Point

Medium 8 minutes

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Create a class `Point` that will represent a point in space. Its constructor needs two parameters x and y, the coordinates of a point on the plane. The class should have a method `dist` that takes another instance of `Point` and returns the Euclidean distance between these two points. For `Point(x1, y1)` and `Point(x2, y2)`, calculate the distance according to the formula:

$$d = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$

Have a look at the following example:

```
p1 = Point(1.5, 1)
p2 = Point(1.5, 2)

print(p1.dist(p2))  # 1.0
```

Just create the class, you won't need anything else.

Report a typo

Write a program

Code Editor IDE

Python

```
import math


class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y
    def dist(self, another_point):
        return math.sqrt((((self.x - another_point.x) ** 2) + ((self.y - another_point.y) ** 2)))

```

✓ Correct.

Thanks for your feedback!

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