EM&CP Blk Wednesday, April 6, 2022

Chapter 10 — lots of code examples

(8, 9, 10)

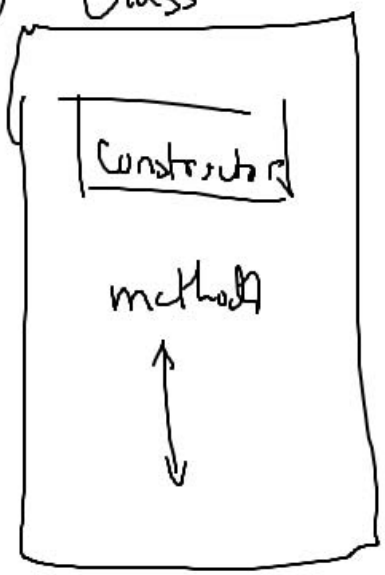
Classes

Point Class

pt1 = Point(30, 40) — calling constructor

myCir = Circle(Point(100, 200), 50)

Class



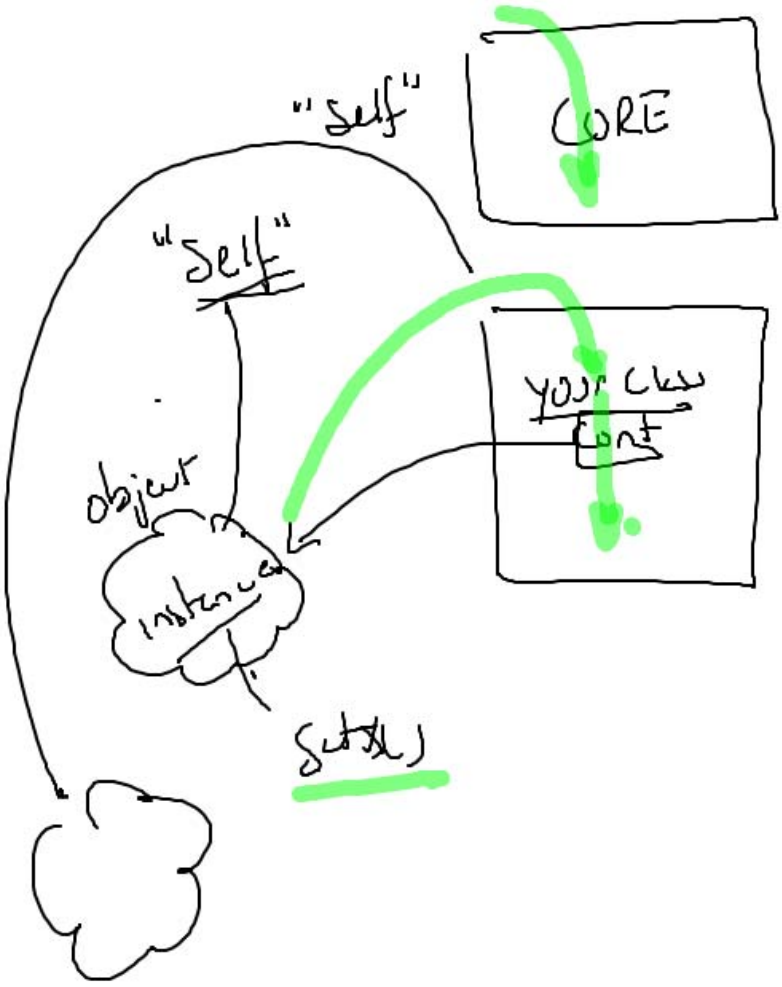
Loop

new data type

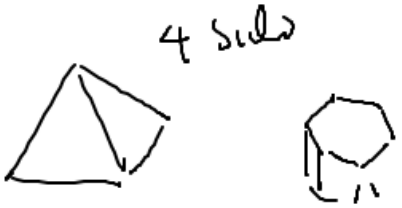
int, float, list, dict, tuple, boolean

pt1.setX()

calling method


"self"
CORE
"self"
your class
cont
object
instance
subobj

die class



6 sided

inputs # sides — instance variable

building a class:

constructor (method): __init__(

Random library.

random ⟶ [0, 1) float

✓ randrange ⟶ value randomly selected int from range

1 ⟶ self.side: 6

range(1, 6) ⟶ 1, 2, 3, 4, 5

Chp 10 Python pg 360

#9

pg 74

$$V = \frac{4}{3}\pi r^3$$

$$A = 4\pi r^2$$

Class Sphere:

Project —— * must contain something "new"

* must have two (2) non-trivial Classes (your original work)

Standing ——
- 1 — freshman
- 2 — Sophomore
- 3 — junior
- 4 — Senior

Sex —— "m", "f"