

Ex geometry.py

classes: Point

Line ← stub only

Rectangle

built-in functions

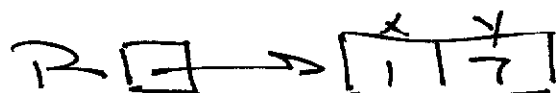
`--init--()` ← constructor

`--str--()` } strings

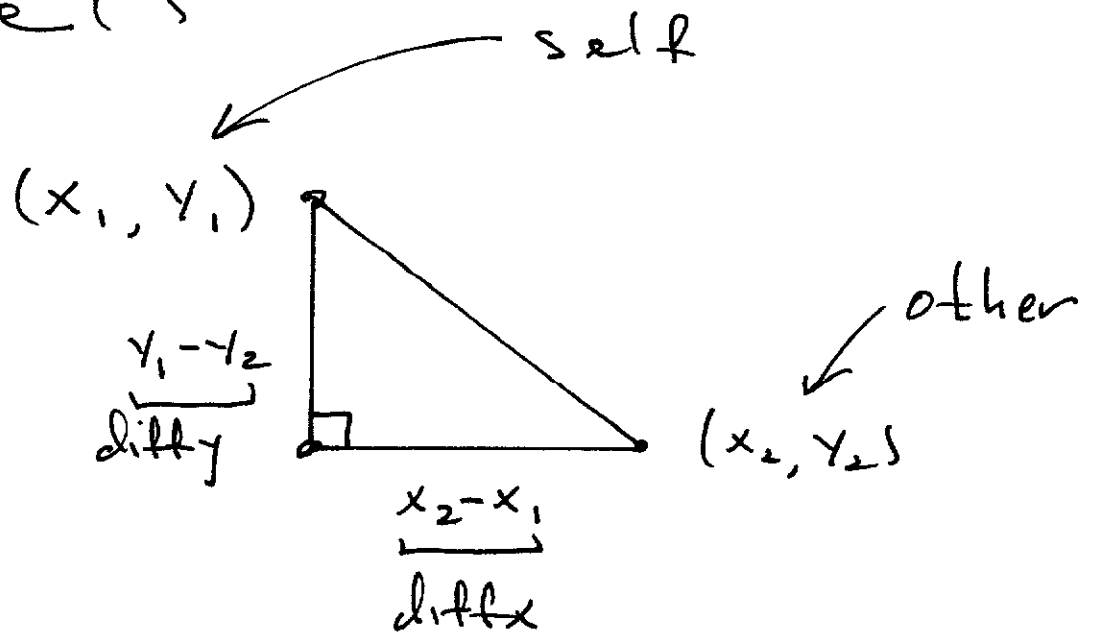
`--repr--()`

`--eq--()` ← overload == operator

↑
also consider is
operator

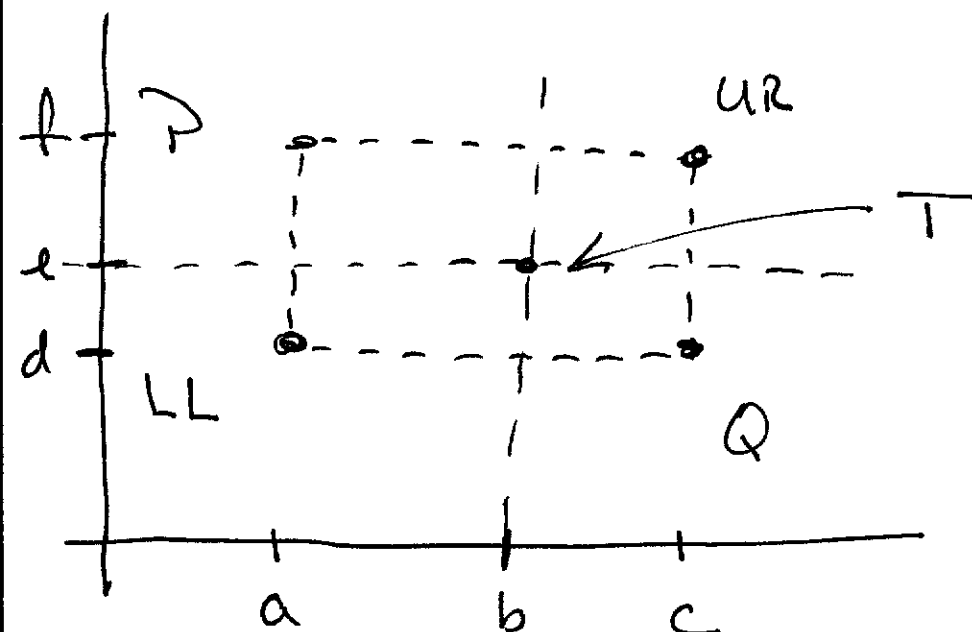


distance ()



$$dist = \sqrt{(diffx)^2 + (diffy)^2}$$

Rectangle class:



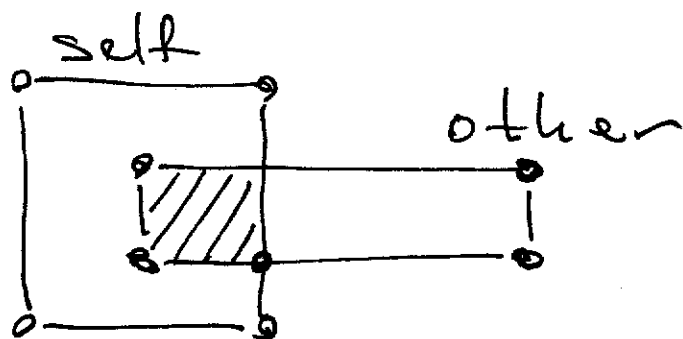
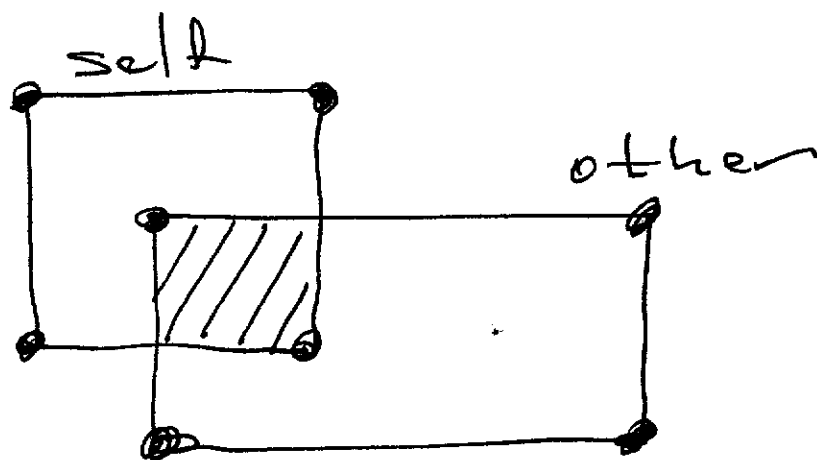
for T to be
"in" Rectangle
need both

$$a \leq b \leq c$$

and

$$d \leq e \leq f$$

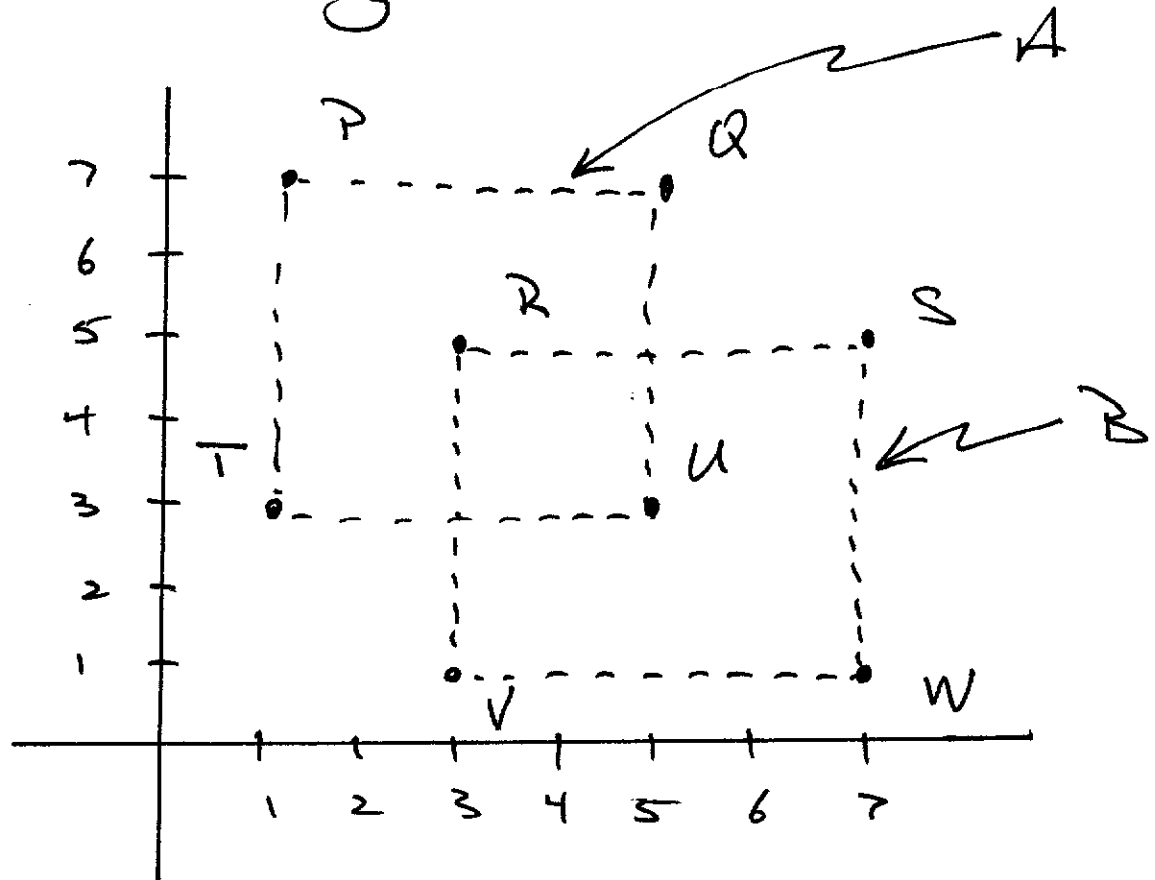
when do two Rectangles intersect?



what is the intersection?

Exercise : fill in definition of
intersection (self, other)

main() is used to test Point and Rectangle classes.



Pa3: Point slope form

$$y - y_0 = m(x - x_0)$$

Point: (x_0, y_0)

slope: m

Ex. Complex class

next time