Name: **SOLUTION** CM: Section: Grade: of 10

Here (below) is a partial definition and test code for a simple **Point** class (as you saw/worked in a previous session).

```
# Tests the Point class
p1 = Point(40, 50)
Point(60, 70)
print(p1, p2)

p2.move_by(1, 2)
print(p1, p2)

a = p1.get_number_of_moves()
b = p2.get_number_of_moves()
print(a, b)
```

```
class Point(object):
   def __init__(self, x, y):
       self.x = x
       self.y = y
        self.total_moves = 0
   def move_by(self, dx, dy):
       # Location 1
        self.x = self.x + dx
       self.y = self.y + dy
        self.total_moves = self.total_moves + 1
   def __repr__(self):
        return "Point({}, {})".format(self.x,
                                      self.v)
   def get_number_of_moves(self):
       # Location 2
       return self.total moves
```

- We want the <u>__repr__</u> method to print the current x and y coordinates of its Point, formatted nicely. Fill in the blanks above in <u>__repr__</u> to make it do that. See above.
- 2. In the space to the right, draw a box-and-point diagram that shows the values of *p1*, *p2*, and *self* when the code gets to *Location 1*.
- 3. Fill in the blank in __init__ to set self.total_moves to its correct value. See above.
- 4. There is a small but important bug inside the **get_number_of_moves** method. What is it? See above.
- 5. When the test code runs and gets to Location 2 the FIRST time, what is the value of self? The object called p1 in the test code.
 What is the value of self when we get to Location 2 the SECOND time? The object called p2 in the test code.
- p2 x y

 self (in move_by)

 de. Point(40, 50) Point(60, 70)

 time? Point(40, 50) Point(61, 72)

1

50

- 6. Assume that all the code works as intended (that is, assume that the bug in **get_number_of_moves** is fixed). In the space to the right, show the output of the test code.
- 7. Are you very, very confident that you know what lines of code execute, in what order, when the test code runs? That you understand what self is and why its use ** attaches data ** to Point objects?

Yes No (if No, then talk with an assistant or your instructor about this quiz). Talk with student if No.