Lab #02

Programming and Algorithms

1. Add a new method to the Point-Docstrings.py file called OnAxes( ), this method checks the following:
	1. If the point is the origin (0,0), it prints out a message saying “On the origin”
	2. If the point is on the X-axis, it prints out “On the X-axis”
	3. If the point is on the Y-axis, it prints out “On the Y-axis”
	4. Otherwise the message is “It is a regular point”

So declare 5 points, and test the new method:

p1 = Point()

p2 = Point()

p3 = Point()

p4 = Point()

p5 = Point()

p1.move(2,2)

p2.move(6,5)

p3.move(6,0)

p4.move(0,5)

p5.move(0,0)

p1.OnAxes()

p2.OnAxes()

p3.OnAxes()

p4.OnAxes()

p5.OnAxes()

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| **HINT: But do not read this** **until you think about it.** |
|  *def OnAxes(self):* *'OnAxes: Check if the point is on the axes'* *if* ***XXXXXXXXX*** *and* ***XXXXXXXXX****:* *print("On the X-axis")* *elif* ***XXXXXXXXX*** *and* ***XXXXXXXXX****:* *print("On the Y-axis")* *elif* ***XXXXXXXXX*** *and* ***XXXXXXXXX****:* *print("On the origin")* *else:* *print ("Just a regualar point")* *# Endif;* *# END calc\_distance* |

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| e-mail me a completed solution to each of the above programs in a Word document, and include Lab #01 in this document also. e-mail to Damian.X.Gordon@TUDublin.ie with subject heading “DT249 OOP Lab #01-02” |