Diff:

Differences between given skeleton and solution
In order to make the sample solution easier to understand, the differences between it and the given skeleton source code were highlighted with the help of the program `diff`.

Legend:

- Gray: unchanged text (only excerpts).
- Green: new lines
- Yellow: changed lines
- Red: deleted lines

Note: Files not listed have not been changed.

This document was created with the help of diff2html erstellt.

```
diff -u ../course05-object-orientation/exercise/code/01_excercise.py ../course05-object-orientation/exercise/solution/01_excercise.py
```

../course05-object-orientation/exercise/code/01_excercise.py		../course05-object-orientation/exercise/solution/01_excercise.py	
7	# Task 05.1.1	7	# Task 05.1.1
8	class GeometricObject:	8	class GeometricObject:
9		9	
10	def __init__(self, middlepoint, XXX):	10	def __init__(self, middlepoint, color, density, temperature):
11	self.middlepoint = XX	11	self.middlepoint = middlepoint
		12	self.color = color
		13	self.density = density
		14	self.temperature = temperature # in K
12		15	
13	self.check_attributes()	16	self.check_attributes()
14		17	
15	# this method is for convenience you can ignore it		
16	def __repr__(self):	18	def __repr__(self):
17	return str(list(self.__dict__.items()))	19	return str(list(self.__dict__.items()))
18		20	
19	def check_attributes(self):	21	def check_attributes(self):
20	assert isinstance(self.middlepoint, np.ndarray)	22	assert isinstance(self.middlepoint, np.ndarray)
21	assert self.middlepoint.shape == XXX	23	assert self.middlepoint.shape == (3,)
		24	assert isinstance(self.color, str)
		25	assert isinstance(self.density, (float, int))
		26	assert isinstance(self.temperature, (float, int))
22		27	
23	def calc_volume(self):	28	def calc_volume(self):
24	msg = "unavailable for this abstract base class"	29	msg = "unavailable for this abstract base class"
25	raise NotImplementedError(msg)	30	raise NotImplementedError(msg)
26		31	
27	def XXX():	32	def calc_mass(self):
28	pass	33	return self.calc_volume()*self.density
29		34	
30	# ...	35	def move(self, target_direction):
		36	assert isinstance(target_direction, np.ndarray)
		37	assert target_direction.shape == self.middlepoint.shape
		38	self.middlepoint += target_direction
31		39	
		40	# Task 05.1.5 (only this method)
		41	def calc_distance(self, other):
		42	assert isinstance(other, GeometricObject)
		43	return np.sqrt(np.sum((self.middlepoint - other.middlepoint)**2))
32		44	
33	exit() # move this line further down or delete it		
34		45	
35	class Ellipsoid(XXX):	46	class Ellipsoid(GeometricObject):
36	pass		
37		47	
38	# ...	48	def __init__(self, r1, r2, r3, middlepoint, color="white", density=1, temperature=300):
		49	self.r1 = r1
		50	self.r2 = r2
		51	self.r3 = r3
		52	
		53	# call the "constructor" of the base class
		54	GeometricObject.__init__(self, middlepoint, color, density, temperature)
		55	
		56	def calc_volume(self):
		57	return 4/3*np.pi*self.r1*self.r2*self.r3
		58	

```python


# Task 05.1.2
x1 = XXX(np.array([0., 0., 0.]), "black", 2.5, 273)
# ...

# Task 05.1.3 for Cuboid instance x3

assert x3.calc_volume() == XXX


XXX.move(np.array([1, -5, -0.75]))

# check for new position
assert np.all(XXX.middlepoint == XXX)

# Task 05.1.3 for Cuboid instance x3

assert x4.calc_volume() == 4/3*np.pi*x4.r1**3

⋮
x4.move(np.array([0.3, 0.22, 0.111]))

# check for new position (more robust method)
```

```python

class Cuboid(GeometricObject):

   def __init__(self, a, b, c, middlepoint, color="white", density=1, temperature=300):
       self.a = a
       self.b = b
       self.c = c

       # call the "constructor" of the base class
       GeometricObject.__init__(self, middlepoint, color, density, temperature)


   def calc_volume(self):
       return self.a*self.b*self.c


class Sphere(Ellipsoid):
   def __init__(self, radius, middlepoint, color="white", density=1, temperature=300):

       # call the "constructor" of the base class (Ellipsoid)
       Ellipsoid.__init__(self, radius, radius, radius, middlepoint, color, density, temperature)


class Cube(Cuboid):
   def __init__(self, a, middlepoint, color="white", density=1, temperature=300):

       # call the "constructor" of the base class (Ellipsoid)
       Cuboid.__init__(self, a, a, a, middlepoint, color, density, temperature)


# Task 05.1.2
x1 = GeometricObject(np.array([0., 0., 0.]), "black", 2.5, 273)
x2 = Ellipsoid(3, 2, 1, np.array([0., 0., 0.]))
x3 = Cuboid(2, 3, 4, np.array([0., 0., 0.]))
x4 = Sphere(2, np.array([0., 0., 0.]))
x5 = Cube(2.5, np.array([0., 0., 0.]))


# Task 05.1.3 for Cuboid instance x3

assert x3.calc_volume() == 24.0


print(x3.calc_volume(), x3.calc_mass())
x3.move(np.array([1, -5, -0.75]))
x3.move(np.array([-3, 7, 0.5]))

# check for new position
assert np.all(x3.middlepoint == np.array([-2, 2, -0.25]))

# Task 05.1.3 for Sphere instance x3

assert x4.calc_volume() == 4/3*np.pi*x4.r1**3

⋮
x4.move(np.array([0.3, 0.22, 0.111]))

# check for new position (more robust method)
```

```
assert np.allclose(XXX.middlepoint, XXX)


# Task 05.1.4

# create empty list
XXX = []
for i in XXX(10):
    XXX.append(XXX)


# Task 05.1.5

my_cube = XXX(...)
my_sphere = XXX(...)

print(my_cube.calc_distance(XXX))
```

```
assert np.allclose(x4.middlepoint, np.array([300.3, 20.22, 1.111]))


# Task 05.1.4

# create empty list
cubes = []
for i in range(10):
    cubes.append(Cube(a=10, middlepoint=np.random.random(3)))


# Task 05.1.5

my_cube = Cube(1, np.array([3, 0, 0]))
my_sphere = Sphere(1, np.array([0, 4, 0]))

print(my_cube.calc_distance(my_sphere))
```