

[Home](#)

Tartalomjegyzék

- [1 Exercise](#)
 - ◆ [1.1 range](#)
 - ◆ [1.2 Shapes](#)
 - ◆ [1.3 Palindrome](#)
 - ◆ [1.4 Mersenne Prime](#)
 - ◆ [1.5 Average](#)
 - ◆ [1.6 Union Sets](#)

Exercise

range

Write an iterable class like **range**, but without returning a whole list, but storing only the actual element.

```
class Range:
    def __init__( ... ):
        ...
    def __iter__( ... ):
        ...
    def __next__( ... ):
        ...
```

- Its constructor should have one parameter: a number or a string. The iteration should go up that number, from 0 with 1 steps.
- If the number is not positive, then the iteration should take 0 steps.
- If you get a string then try to convert it to a number. If it cannot be converted, then raise a **ValueError** exception.
 - ◆ If it is a valid integer, then calculate with that.
- If you get the string "<http://wiki.math.bme.hu>" then make the iteration go endless (infinite loop)!

Shapes

Write a class called **Shape**.

- Let it have two members: **x** and **y**, the coordinates of the shape on the plane (center of mass).
- Define a **move** method, with one parameter **v**: a list of length 2, a vector to translate the shape with. After this method the coordinates should be changed.

Define the following classes as children of **Shape**:

- **Ellipse** with additional parameters (except the (x, y) coordinates): **a** and **b** the x and y axes radii
- **Rectangle** with additional parameters (except the (x, y) coordinates) **a** and **b** the length of the sides

Write an **area** method for both, which calculates the area!

Define an **equation** method for printing the equation of the **Ellipse!** Something like:

$$\left(\frac{x-1}{2}\right)^2 + \left(\frac{y-2}{3}\right)^2 = 1$$

Palindrome

Write a function, called `Palindrome`, with one parameter which is a string. The function should check whether the string is a palindrome or not. The function should return `"http://wiki.math.bme.huTrue"` if the string is a palindrome, otherwise It returns `"http://wiki.math.bme.huFalse"`.

Mersenne Prime

Write a function, called `Mersenne`, with one parameter which is an integer. The function should check whether the number is a Mersenne Prime or not. The function should return `"http://wiki.math.bme.huTrue"` if the number is a Mersenne prime number, otherwise It returns `"http://wiki.math.bme.huFalse"`.

Average

Use variadic function strategy to write a function `average` which gives the average of all numbers from the parameters. For example:

```
average(2, 3, 4) --> 3
average(2, 3, 4, 5, 6) --> 4
average(2, 3, 4, 5, 6, ...)
```

Union Sets

Use variadic function strategy to write a function which gives the union of any number of sets. For example:

```
union({1, 2, 3 }, {2, 3, 4}, {3, 4, 5}) --> {1, 2, 3, 4, 5}
```

Hint: use `.update()` method to add a new element to a set.