

Assignment

- Implement a Rectangle class representing a rectangle
- Usage:
 - `r = Rectangle(4, 5)`
 - `print(r.get_area())` # prints out 20
 - `r.set_size(2, 6)`
 - `print(r.get_area())` # prints out 12

Assignment

- Implement the Matrix class representing a mathematical matrix
 - Try to provide implementation for sparse matrices
- Implement methods for basic operations over matrices
 - Sum, product,...
- Methods return new instances

Assignment

- Implement a simple logging library
- class Logger:
 - __init__(self, name)
 - def set_level(self, level)
 - def log(self, level, message)
 - def add_printer(self, printer)
- The log method prints out messages only if the given level is higher than the level set via set_level()
- Messages are printed via all added printers
 - Printer is an object with the method print(message)
 - Create multiple printers
 - Printing to std out, to std err, to file

Assignment

- Extend the printer to have a formatter
 - Formatter is an object with the method `format(logger, message)`, which takes the message and returns the message prepared for printing
 - Implement multiple formatters
 - E.g., with name of the logger, with the current data and time,...
 - Current date/time

```
import datetime
print(datetime.datetime.now())
```



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