

Classes: Repetition – The TwoDVector class

In this exercise, we are going to implement a two dimensional Python vector with some of the operations that are performed in Mathematics on these vectors.

Task 1: Create a class `TwoDVector`. A `TwoDVector` has two components, and x-coordinate and a y-coordinate. Create an constructor, a `str` and a `repr` dunder. A two dimensional vector should be displayed to the user as a pair such as

`(2,3)`

with x-component 2 and y-component 3. For the `repr`, we want to have more information, so we write the same vector as

`<Vector: self.x = 2, self.y = 3>`

Task 2: Python allows us to overwrite functions such as `len` and `abs`. For the latter, we need to define a dunder `__abs__(self)`. Do so.

Task 3: Implement equality and inequality operators

Task 4: Implement addition and subtraction

Task 5: Implement the `+=` and the `-=` operator using `__iadd__` and `__isub__` dunder.

Task 6: Implement dot multiplication: $(a, b) \cdot (x, y) = ax + by$. The dot product is a scalar, but you can still implement it using the `__mul__` dunder.

Task 7: Scalar multiplication is defined by $x \cdot (a, b) = (xa, xb)$. As the vector is on the right of the operation, we can use the `__rmul__` dunder to implement it. Do so.

Task 8: Implement rotation by an angle θ : $\begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$.

Task 9: Implement reflection along the normal a of a hyperplane, using the formula

$$v \longrightarrow v - 2 \frac{v \cdot a}{a \cdot a} a.$$