Questions

Review

- loop over elements vs loop over indexes

Homework 5

- blur with radius of 3 to match reference image
- loop over indexes to have coordinates that be used for multiple images or a slice
- slicing past the ends—what happens?

Dictionary mystery

- rings.py

Objects!

- Pull back the veil, show what's been going on this whole time

Playing card class

- import random

```python
class Card():
    def __init__(self, value, suit):
        self.value = value
        self.suit = suit

    def __repr__(self):
        if self.value <= 10:
            return str(self.value) + " of " + self.suit
```

Objects!
face = ["Jack", "Queen", "King", "Ace"][self.value - 11]
return face + " of " + self.suit

def __gt__(self, other):
    if isinstance(other, Card):
        return self.value > other.value
    raise TypeError("'>' not supported between instances of 'Card' and " + type(other).__name__)

deck = []
for value in range(2, 15):
    for suit in ["Clubs", "Diamonds", "Spades", "Hearts"]:  
        deck.append(Card(value, suit))
print("deck of", len(deck), "cards")
random.shuffle(deck)
print(deck[:5])
print(deck[0], ">", deck[1], deck[0] > deck[1])

• __eq__
• __ne__
• __ge__
• __lt__
• __le__

• Plickers
• Practice: define a 2D Point class with fields x and y
• History class from homework 2