```python
def sqr(a):
    return a * a


def main():
    app = QApplication(sys.argv)
    tetrahedron_points = [
        Point(0.5, -0.1, 1.5),
        Point(0.5, -0.4, 1.5),
        Point(0.2, -0.3, 1.5),
        Point(0.5, -0.1, 2.5)
    ]
    sphere = Sphere(Point(0.2, 0.1, 1), 0.15, green)
    window = MainWindow(sphere=sphere, tetrahedron_points=t
    window.show()
    app.exec_()
```

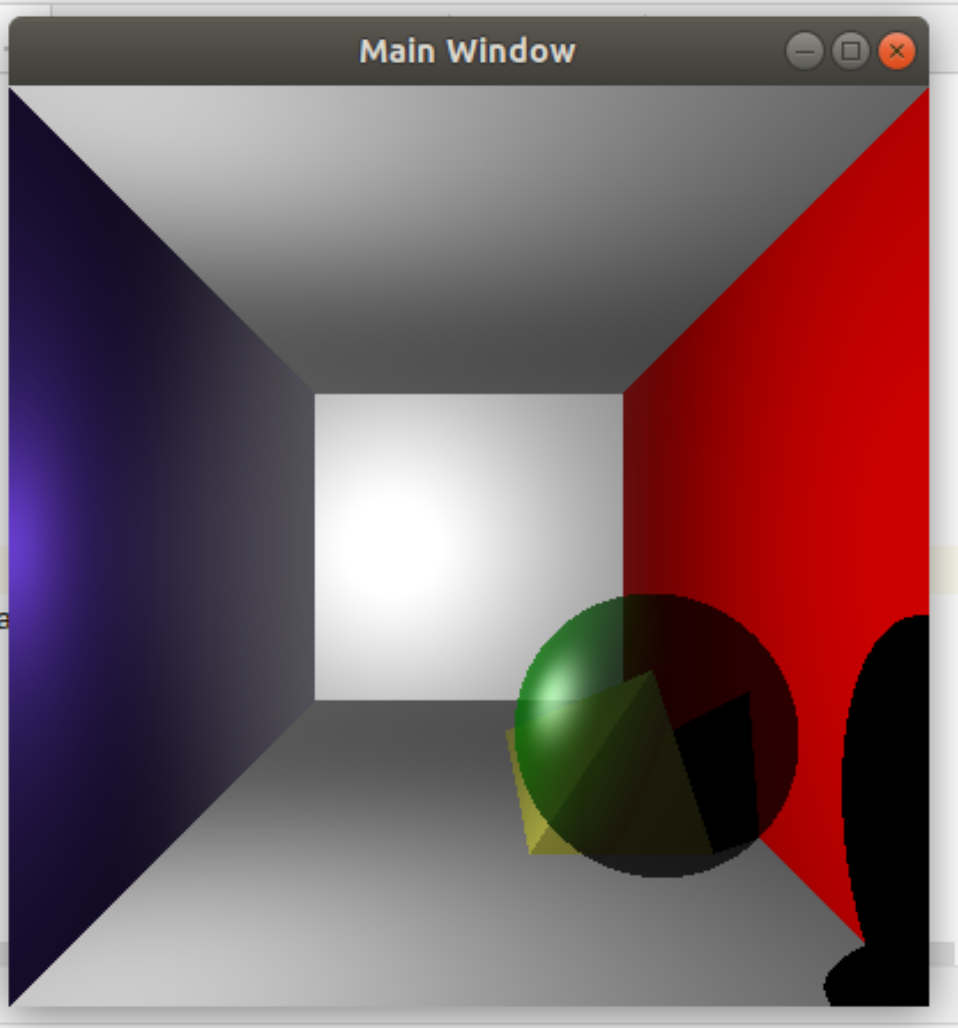
MainWindow › build_scene()

main.py

Point(0.1, -0.1, 2.5)

```
83
84
85  def main():
86      app = QApplication(sys.argv)
87      tetrahedron_points = [
88          Point(0.5, -0.1, 1.5),
89          Point(0.5, -0.4, 1.5),
90          Point(0.2, -0.3, 1.5),
91          Point(0.5, -0.1, 2.5)
92      ]
93      sphere = Sphere(Point(0.2, -0.2, 1), 0.15, green)
94      window = MainWindow(sphere=sphere, tetrahedron_points=tetra
95      window.show()
96      app.exec_()
97
98
99  if __name__ == '__main__':
00      main()
01
```

main()

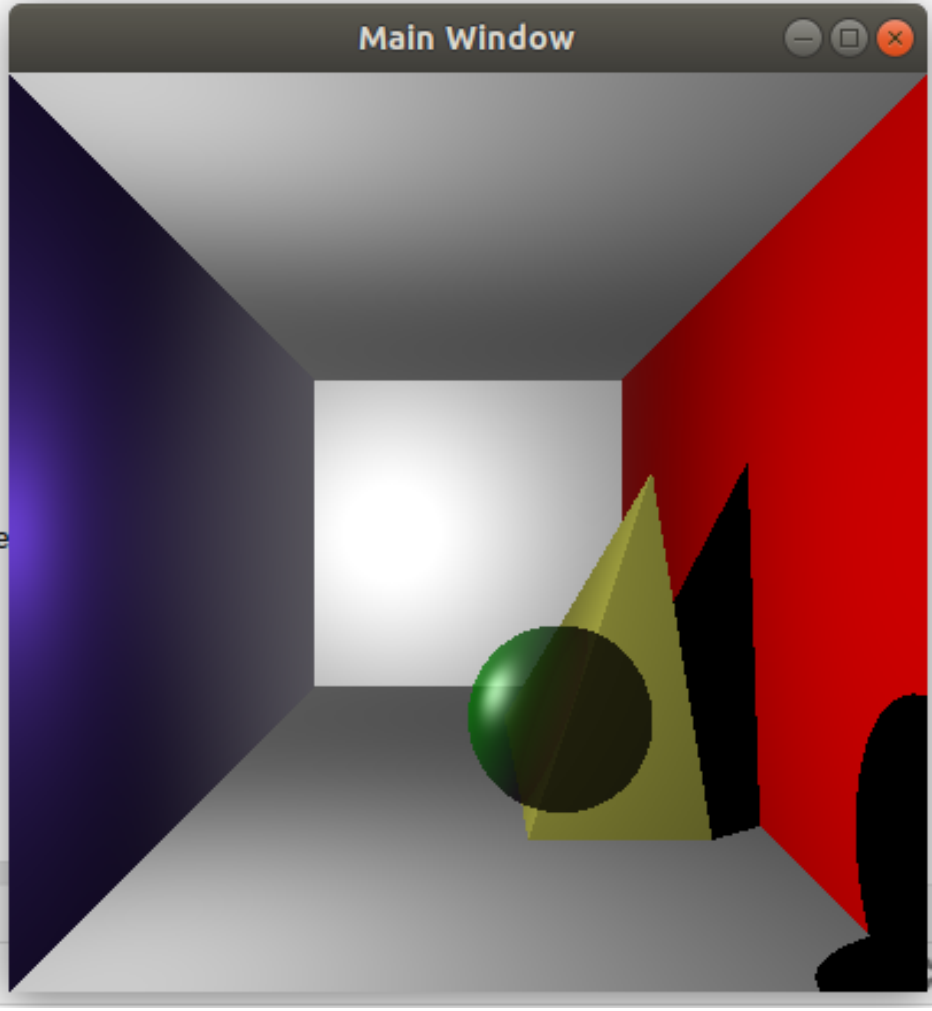


Point(0.1, -0.1, 2.5)

0 results

```
83
84
85  def main():
86      app = QApplication(sys.argv)
87      tetrahedron_points = [
88          Point(0.5, -0.1, 1.5),
89          Point(0.5, -0.4, 1.5),
90          Point(-0.1, -0.3, 1.5),
91          Point(0.5, -0.1, 2.5)
92      ]
93      sphere = Sphere(Point(0.2, -0.1, 1), 0.1, green)
94      window = MainWindow(sphere=sphere, tetrahedron_points=tetrahe
95      window.show()
96      app.exec_()
97
98
99  if __name__ == '__main__':
00      main()
01
```

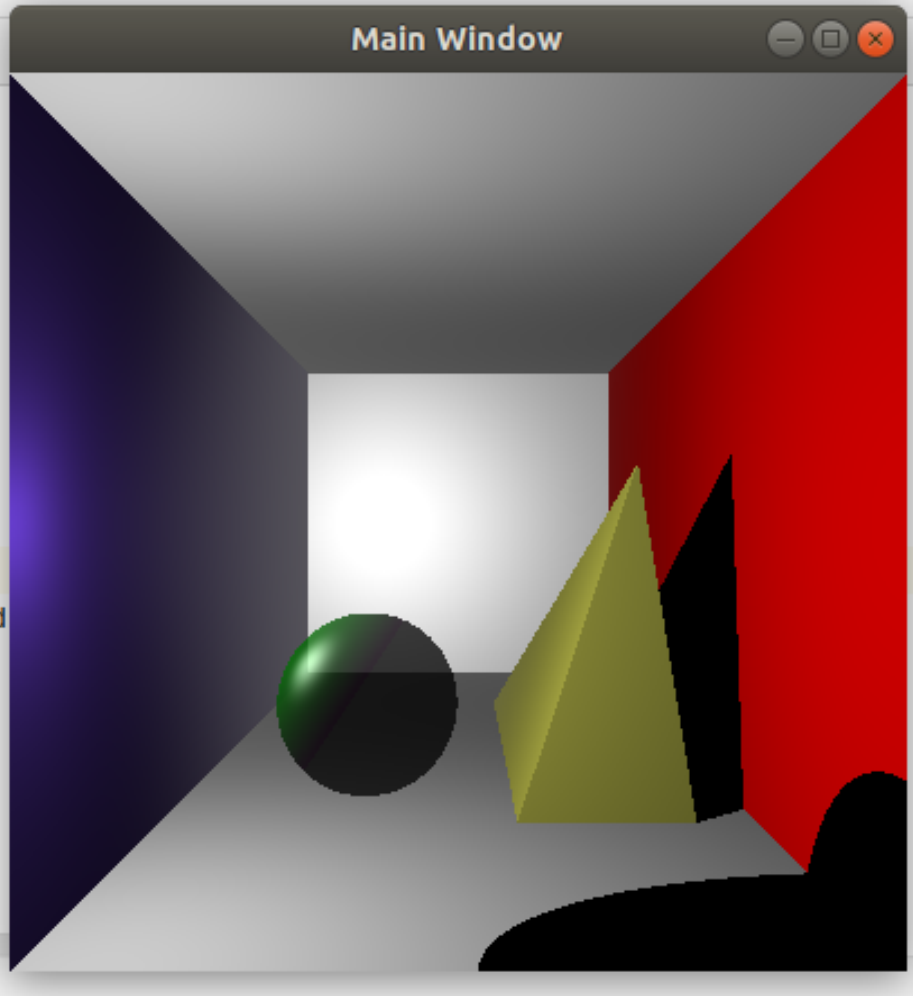
MainWindow › paintEvent()



Point(0.1, -0.1, 2.5)

```
483
484
485 def main():
486     app = QApplication(sys.argv)
487     tetrahedron_points = [
488         Point(0.5, -0.1, 1.5),
489         Point(0.5, -0.4, 1.5),
490         Point(-0.1, -0.3, 1.5),
491         Point(0.5, -0.1, 2.5)
492     ]
493     sphere = Sphere(Point(0.2, 0.1, 1), 0.1, green)
494     window = MainWindow(sphere=sphere, tetrahedron_points=tetrahed
495     window.show()
496     app.exec_()
497
498
499 if __name__ == '__main__':
500     main()
501
```

main()



in.py

int(0.1, -0.1, 2.5)

```
def sqr(a):
    return a * a


def main():
    app = QApplication(sys.argv)
    tetrahedron_points = [
        Point(0.5, 0.0, 1.5),
        Point(0.5, -0.3, 1.8),
        Point(-0.1, -0.1, 1.5),
        Point(0.5, 0.2, 2)
    ]
    sphere = Sphere(Point(0.2, 0.1, 1), 0.1, green)
    window = MainWindow(sphere=sphere, tetrahedron_points=tetrahedron
    window.show()
    app.exec_()
```

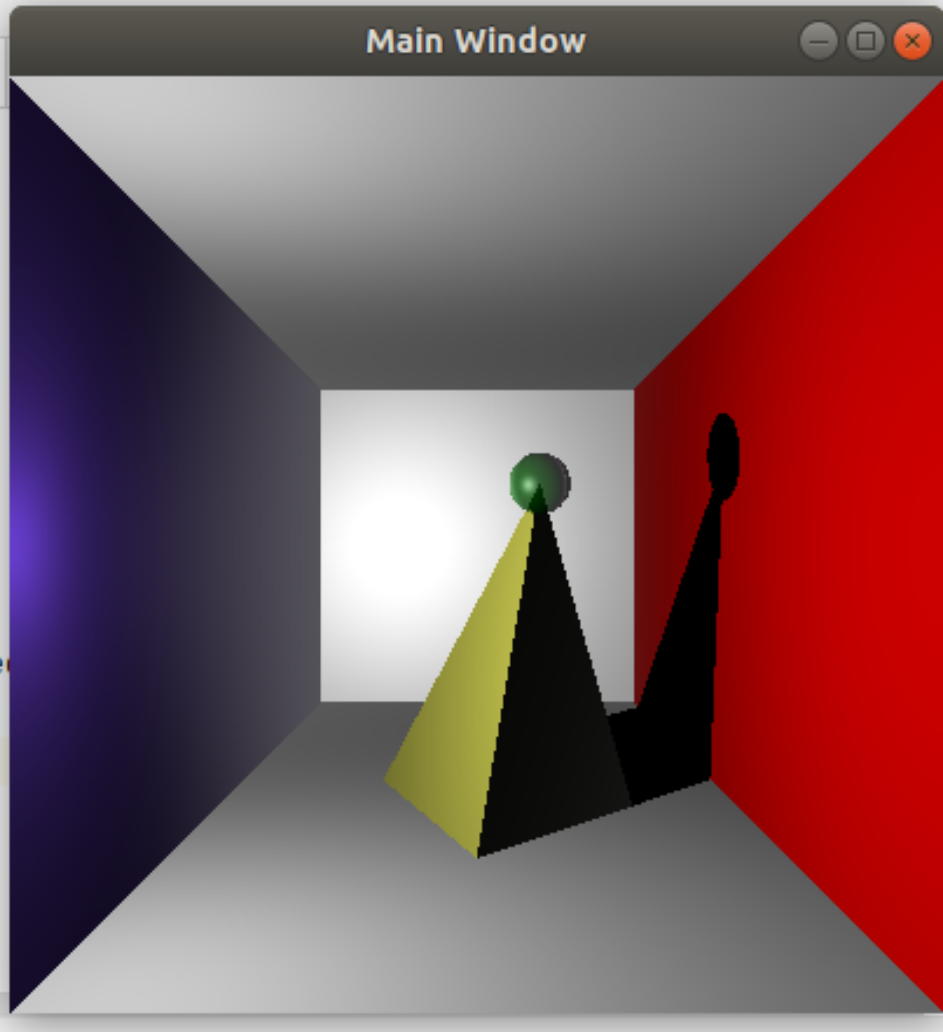
MainWindow › build_scene()

main.py

Point(0.1, -0.1, 2.5)

```
def main():
    app = QApplication(sys.argv)
    tetrahedron_points = [
        Point(0.5, 0.0, 1.5),
        Point(0.5, -0.3, 1.8),
        Point(-0.1, -0.1, 1.5),
        Point(0.5, 0.2, 2)
    ]
    sphere = Sphere(Point(-0.1, -0.1, 1.5), 0.05, green)
    window = MainWindow(sphere=sphere, tetrahedron_points=tetrahe
    window.show()
    app.exec_()


if __name__ == '__main__':
    main()
```



Point(0.1, -0.1, 2.5)

```
def main():
    app = QApplication(sys.argv)
    tetrahedron_points = [
        Point(0.5, 0.0, 1.5),
        Point(0.5, -0.3, 1.8),
        Point(-0.1, -0.1, 1.5),
        Point(0.5, 0.2, 2)
    ]
    sphere = Sphere(Point(0.3, 0.2, 1), 0.1, green)
    window = MainWindow(sphere=sphere, tetrahedron_points=tetrah
    window.show()
    app.exec_()


if __name__ == '__main__':
    main()
```

main()

main.py

main.py

Point(0.1, -0.1, 2.5)

```
483
484
485 def main():
486     app = QApplication(sys.argv)
487     tetrahedron_points = [
488         Point(0.5, 0.0, 1.5),
489         Point(0.5, -0.3, 1.8),
490         Point(-0.1, -0.1, 1.5),
491         Point(0.5, 0.2, 2)
492     ]
493     sphere = Sphere(Point(0.3, 0.2, 1), 0.1, green)
494     window = MainWindow(sphere=sphere, tetrahedron_points=tetra
495     window.show()
496     app.exec_()
497
498
```

py

main.py

Point(0.1, -0.1, 2.5)

```
482     return a * a
483
484
485 def main():
486     app = QApplication(sys.argv)
487     tetrahedron_points = [
488         Point(0.5, 0.0, 1.5),
489         Point(0.5, -0.3, 1.8),
490         Point(-0.1, -0.1, 1.5),
491         Point(0.5, 0.2, 2)
492     ]
493     sphere = Sphere(Point(0.3, 0.2, 1), 0.1, green)
494     window = MainWindow(sphere=sphere, tetrahedron_points=tetrah
495     window.show()
496     app.exec_()
497
```

main

Git: