

```
class Spinner:
    slots: int
    position: int
```

```
def __init__(self, size: int) -> None:
    """Initialize a new spinner with <size> slots.
```

A spinner's position always starts at 0.

"""

```
    slots = size
```

```
    position = 0
```

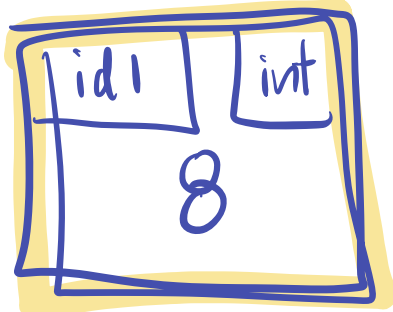
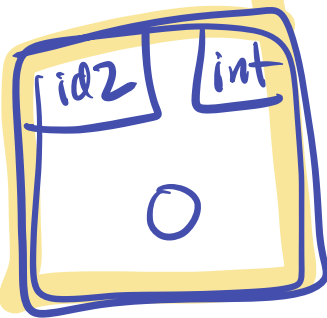
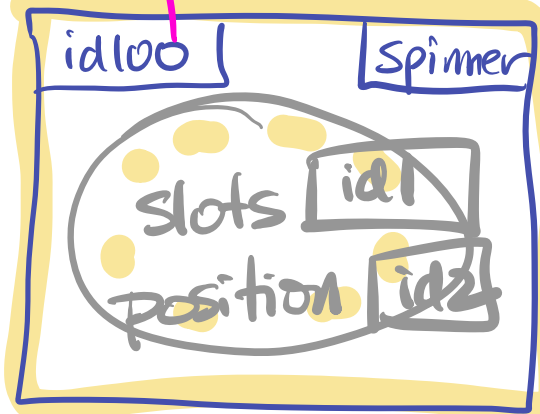
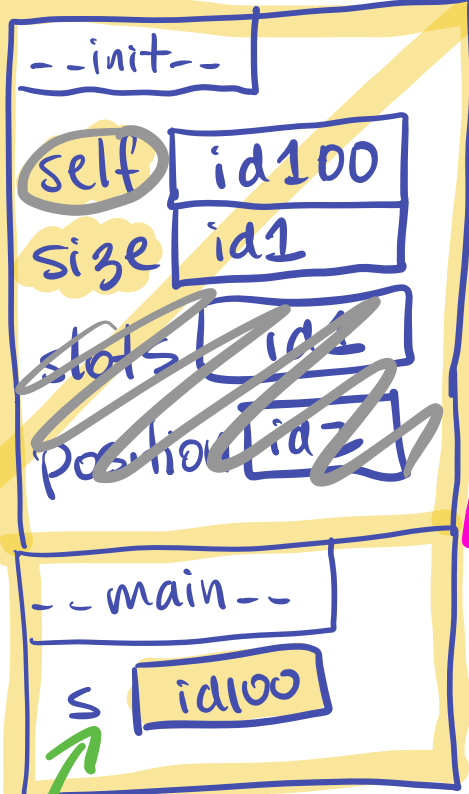
```
>>> s = Spinner(8)
>>> s.position
ERROR ...
```

} id100

self.
self.

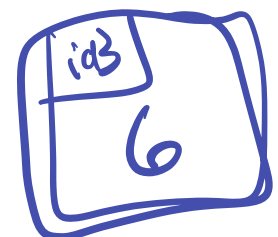
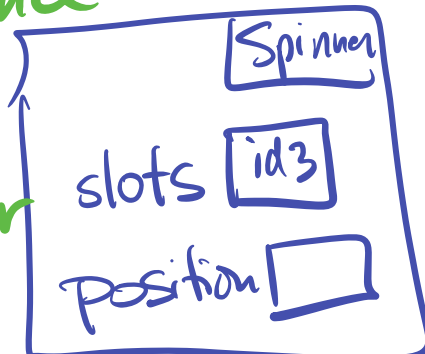
1. Create a new ~~an~~ object behind the scenes.
2. Call `__init__` with the new object passed to the parameter `self`, along with the other three arguments (for who, when, and what).
3. Return the new object. This step is where the object is returned, not directly from the call to `__init__` in Step 2.

Spinner



① *s is a variable that references an instance of class spinner*

s is an instance of Spinner



② *slots is a variable inside every instance of Spinner*

slots is an "instance variable"
or "instance attribute"