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If **card** is a card, then **card[0]** is the face, **card[1]** is the suit, and **card[2]** is the value.



---

Computing the value of a hand:

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def hand_value(hand):  
    total = 0  
    for card in hand:  
        total += card[2]  
    return total
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Printing a card nicely:

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def card_string(card):  
    article = "a "  
    if card[0] in [8, "Ace"]: article = "an "  
    return article + str(card[0]) + " of " + card[1]
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Easy to make mistakes: What does `card[2]` mean? What if somebody creates a card `("Ace", "Spades", 5)`?



Let us define a new object type with **attributes** for face, suit, and value:

```
class Card(object):  
    """A Blackjack card."""  
    pass
```

```
card = Card()  
card.face = "Ace"  
card.suit = "Spades"  
card.value = 11
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**card** has a user-defined type:

```
>>> type(card)  
<class '__main__.Card'>
```



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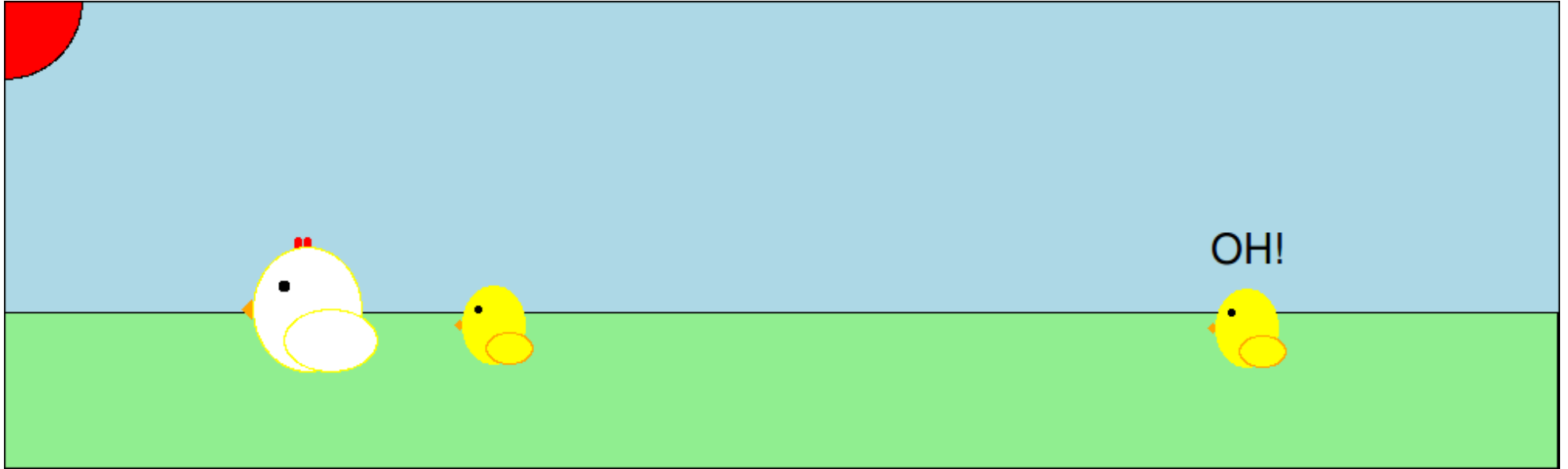


There is one big difference between tuples and **Card** objects:  
Objects are mutable:

```
>>> card = Card()
>>> card.face = "Ace"
>>> card.suit = "Spades"
>>> card.value = 11
... and later ...
>>> card.suit = "Hearts"
```



An animation by Jeong-eun Yu and Geum-hyeon Song (2010 Freshmen).





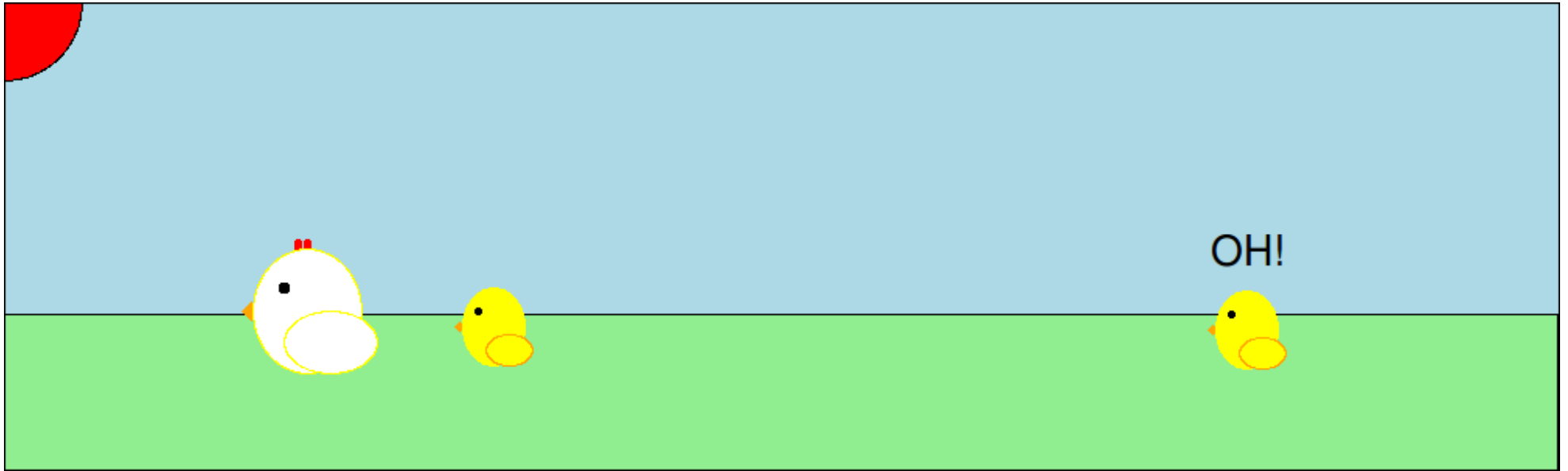
An animation by Jeong-eun Yu and Geum-hyeon Song (2010 Freshmen).



Three **Layer** objects: mother hen, chick1, chick2.



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Each chicken has **body**, **wing**, **eye**, and **beak**. Mother hen also has two red dots on the head.





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Three **Layer** objects: mother hen, chick1, chick2.

Each chicken has **body**, **wing**, **eye**, and **beak**. Mother hen also has two red dots on the head.

The two chicken are exactly the same. Mother hen is larger and white.



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Let's try to implement the chicken as an object:

```
class Chicken(object):  
    """Graphic representation of a chicken."""  
    pass
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Let's try to implement the chicken as an object:

```
class Chicken(object):  
    """Graphic representation of a chicken."""  
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Our chicken will have attributes **layer**, **body**, **wing**, **eye**, and **beak**.



---

The function `make_chicken` creates a chicken object, with positioned at  $(0, 0)$ .



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```
def make_chicken(hen = False):  
    layer = Layer()  
    if hen:  
        body = Ellipse(70,80)  
        body.setFillColor("white")  
    else:  
        body = Ellipse(40,50)  
        body.setFillColor("yellow")  
        body.move(0, 10)  
    body.setBorderColor("yellow")  
    body.setDepth(20)  
    layer.add(body)  
    # similar for wing, eye, beak, dots
```



---

Finally we create and return the **Chicken** object:

```
def make_chicken(hen = False):
```

```
    # ... see previous page
```

```
    ch = Chicken()
```

```
    ch.layer = layer
```

```
    ch.body = body
```

```
    ch.wing = wing
```

```
    ch.eye = eye
```

```
    # return the Chicken object
```

```
    return ch
```





---

We use **Chicken** objects by accessing their attributes:

```
hen = make_chicken(True)
chick1 = make_chicken()
chick1.layer.move(120,0)
```

```
herd = Layer()
herd.add(hen.layer)
herd.add(chick1.layer)
herd.move(600, 200)
```

```
chick2 = make_chicken()
chick2.layer.move(800,200)
```