

## Today

- Boolean values
- Composite Data
  - class
  - object
  - type hints
- More on testing

$$4 + (a + 2) * b // 3$$

$$4 + (7 + 2) * b // 3$$

$$4 + \underline{9 * b} // 3$$

$$4 + 9 * 9 // 3$$

$$4 + 81 // 3$$

$$4 + 27$$

$$31$$

Known Values

$$a \quad \boxed{7}$$

$$b \quad \boxed{9}$$

PEMDAS

int  
float

---

bool  $\rightarrow$  True, False

$$2 + 4 < 6 * 10$$

$$6 < 6 * 10$$

$$6 < 60$$

True

$$x_1 = 2$$

$$y_1 = 2$$

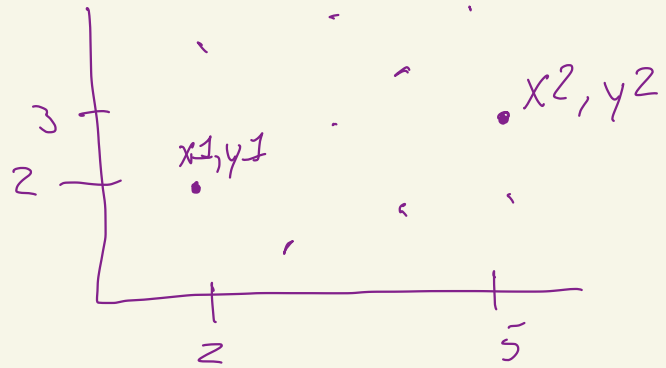
$$x_2 = 5$$

$$y_2 = 3$$

point

x-coordinate

y-coordinate



# Class

- blueprint / template for  
constructing composite data

point

x - coordinate

y - coordinate

```
class Point:
    def __init__(self, x: float, y: float):
        self.x = x
        self.y = y
```

Annotations for the code above:

- name of data type (points to `Point`)
- type hint (points to `x: float` and `y: float`)

```
class Point:  
    def __init__(self, x: float, y: float):  
        self.x = x  
        self.y = y
```

p1 = Point(2, 2)

p2 = Point(5, 3)

- use class to create values
  - such values are called object
- (object is an instance of a class)

```
class Point:
    def __init__(self, x: float, y: float):
        self.x = x
        self.y = y
```

→ `p1 = Point(2, 9)`

*parameters* (above `x: float, y: float`)

*arguments* (above `2, 9`)

→ implicitly - creates object (self in `__init__`)  
→ runs the `__init__` in Point

↙ go to object  
↙ set x

→ `self.x = x`

→ `self.y = y`

Known  
within  
`__init__`

self    
x 2  
y 9

Known Values

class  
Point

p1  

↙ object

x 2  
y 9

} attributes  
- values w/in object