

Sadalīju programmu pa vairākiem failiem un vairs nevaru izveidot objektus main klasē.

```
13 from models.Dog import Dog
```

Line 13 importēju klasi, kas aizved uz Dog.py kas atrodas "models" mapē

```
1 from pydantic.dataclasses import dataclass
2 from dataclasses_json import dataclass_json
3
4 from models.Actor import Actor
5 from models.EnumDogState import EnumDogState
6
7 @dataclass_json
8 @dataclass
9 class Dog(Actor):
10     state: EnumDogState.Nothing
```

Line 5 importēju EnumDogState un šis aizved uz

```
1 import enum
2
3 @enum
4 class EnumDogState:
5     Nothing = 'None'
6     Sniff = 'Sniff'
7     Jump = 'Jump'
8     Catch = 'Catch'
9     Gigggle = 'Gigggle'
10    Bark = 'Bark'
11
```

Beigās iegūstu error startējot main programmu

```
[Running] python -u "c:\Users\User\Desktop\project\duck_hunt\UIMainWindow.py"
pygame 2.1.2 (SDL 2.0.18, Python 3.10.4)
Hello from the pygame community. https://www.pygame.org/contribute.html
Traceback (most recent call last):
  File "c:\Users\User\Desktop\project\duck_hunt\UIMainWindow.py", line 13, in <module>
    from models.Dog import Dog
  File "c:\Users\User\Desktop\project\duck_hunt\models\Dog.py", line 5, in <module>
    from models.EnumDogState import EnumDogState
  File "c:\Users\User\Desktop\project\duck_hunt\models\EnumDogState.py", line 6, in <module>
    class EnumDogState:
TypeError: 'module' object is not callable
```