## Note the issue

- Hysteresis memory of what came before
  - A callable object can be stateful
- This may be desirable to optimize performance
- It may be confusing if done badly

We generally expect idempotence: functions do the same thing each time

## Exercise: Callable

Let's revise the eng() function from long back
class Engine:
 def \_\_init\_\_(self):
 def \_\_call\_\_(self, tach: float) -> int:
Recall:
 n100 = lambda x: int(round(x, -2))

eng = lambda r: n100(0.7724\*n100(r)\*\*1.0134)