

print #Print(0, 0)

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```
print #Print(3,5) Print(9,-2)
```


print #Print(-5, 3)

`print` `#Print(4, 1)`

Objects

```
o = Point()
print(o)          # Point(0, 0)

p1 = Point(3, 5)
p2 = Point(9, -2)
print(p1, p2)     # Point(3, 5) Point(9, -2)

p1.rotate_90_CC()
print(p1)         # Point(-5, 3)

print(p1 + p2)    # Point(4, 1)
```

Now our point object works wherever
a + was expected, such as in sum

OOP Case Study: Errors and Exceptions