

class

def

8

def

def

if

0



else

print 'Oh no! Out of pizza'

def

def

return {'pizza':

Pizza

```
class Pizza:
    def __init__(self, radius, toppings, slices=8):
        self.radius = radius
        self.toppings = toppings
        self.slices_left = slices

    def eat_slice(self):
        if self.slices_left > 0:
            self.slices_left -= 1
        else:
            print("Oh no! Out of pizza")

    def __str__(self):
        return '{} pizza'.format(self.radius)
```

Pizza