- Questions

- ▾ Review

  - loop over elements vs loop over indexes

- ▾ Homework 5

  - blur with radius of 3 to match reference image

  - loop over indexes to have coordinates that be used for multiple images or a slice

  - slicing past the ends—what happens?

- ▾ Dictionary mystery

  - rings.py

- ▾ Objects!

  - Pull back the veil, show what's been going on this whole time

  - ▾ Playing card class

    - ```
      import random

      class Card():

          def __init__(self, value, suit):
              self.value = value
              self.suit = suit

          def __repr__(self):
              if self.value <= 10:
                  return str(self.value) +  " of " + self.suit
      ```

```python
        face = ["Jack", "Queen", "King", "Ace"][self.value - 11]
        return face + " of " + self.suit

    def __gt__(self, other):
        if isinstance(other, Card):
            return self.value > other.value
        raise TypeError("'>' not supported between instances of
'Card' and " + type(other).__name__)


deck = []
for value in range(2, 15):
    for suit in ["Clubs", "Diamonds", "Spades", "Hearts"]:
        deck.append(Card(value, suit))
print("deck of", len(deck), "cards")
random.shuffle(deck)
print(deck[:5])
print(deck[0], ">", deck[1], deck[0] > deck[1])
```

- __eq__
  __ne__
  __ge__
  __lt__
  __le__

- Plickers

- Practice: define a 2D Point class with fields x and y

- History class from homework 2