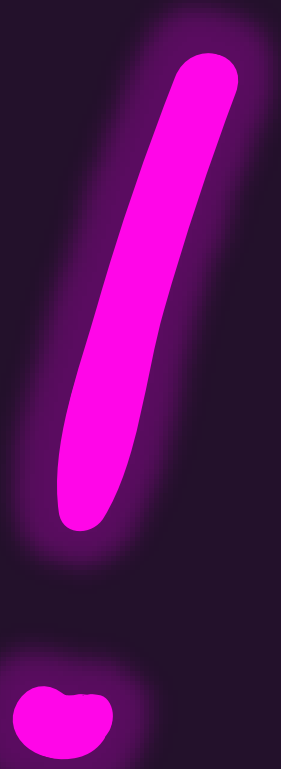
Practice tracing **Methods & Constructors** in **Python**



Announcements

- EX09 Released Tuesday - Due Tuesday - Start Today!
- Quiz Scores Posted Monday - Today final day for regrade requests
- UTA Application Form: bit.ly/110-uta-23s
- Hack110!

```python
class Point:
    x: float = 0.0
    y: float = 0.0


class Cell:
    loc: Point

    def __init__(self, loc: Point):
        self.loc = loc


class Model:
    cells: List[Cell]

    def __init__(self):
        self.cells = []
        a_loc: Point = Point()
        a_cell: Cell = Cell(a_loc)
        self.cells.append(a_cell)


def main() -> None:
    env = Model()
    print(env.cells[0].loc.x)


if __name__ == "__main__":
    main()
```

```python
def main() -> None:
    w = 2
    print(f"sp{e(w)}ky")

def e(w: int) -> str:
    if w <= 0:
        return "0"
    else:
        o = e(w - 1)
        return f"o{o}o"

if __name__ == "__main__":
    main()
```