COMP 110

Quiz 03 Practice

Hack110!

When? Saturday, November 9th from 11 am - 11 pm

Where? In Sitterson Lower Lobby

Who can join? Anyone in COMP 110! No prior experience required. Bring a partner or come as yourself (we'll have team-building activities if you want a partner)

Come for a fun day of coding, workshops and events (also **food will be provided**):

- Choose between web development or game development track
- Go to various **workshops & events** such as: Navigating the CS Major, Resume workshop, ice cream station, and kahoot trivia

Hack110!

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Students who were invited to attend Hack110:

- If you're **no longer able to attend** make sure you **email us**, so we can open up a spot for someone who's able to attend

Students who are registered, but weren't invited:

- Also **email us** if you're **unable to attend** so we can open up a spot for people who are able to attend

Email: Tobenna (tjokoli@unc.edu) and CC Conor (conjon@unc.edu) and Michelle (tkieu@unc.edu)

Let's try writing some class definitions with these specified attributes and methods!
Hint: to use pi, import the math module (`import math`) at the top of your file and write
`math.pi` when pi is needed

```
circ: Circle = Circle(r=2.0)         rect: Rectangle = Rectangle(w=4.0, h=5.5)

print(circ.area())                   print(rect.area())

>>> 12.566370614359172               >>> 22.0
```

Memory diagram

```python
1   def jump(x: int) -> int:
2       """A strange function."""
3       if x == 1:
4           x = around(x - 2)
5       print("jump")
6       return x + 1
7
8
9   def around(x: int) -> int:
10      """A nonsensical function."""
11      while x > 0:
12          return jump(x - 1)
13      print("around")
14      return 109
15
16
17  x: int = around(2)
18  print(x)
```