Objectives

- Continuing with OOP
- Broader Issue: Algorithm Accountability

Review: Object-Oriented Programming

- How do we create a new object?
- What is the term for how we give commands to/ do operations on objects?
- What is the syntax for calling a method on an object?
- What are two types of methods we talked about?
  - ➤ How do they work differently?

Using the Graphics Library

✓ How do we create an instance of a Rectangle?

✓ Draw the rectangle?

- Shift the instance of the Rectangle class to the **right** 10 pixels

- What are the x- and y- coordinates of the upper-left corner of the Rectangle now?

Review: What is the purpose of this line?

- `from graphics import *`
- `graphics.py` – a third-party module, not built into Python
- So that we can use the code from that module in our code, we use
  - ➢ `from graphics import *`

Problem: Draw a Full-Canvas Tic-Tac-Toe Board

- Using the Graphics API
- Make lines purple with line width 3
- The width and height of the canvas is 200

Modification to Tic-Tac-Toe

- **clone** a vertical line and horizontal line and shift appropriately

- Why clone?
  - ➤ Maintain the same properties (color, line-width, length)
  - ➤ Simplifies code

`tictactoe_clone.py`

Broader Issue

Davis	Alison	Findley	Andrew	Ben
Jordan	Chas	Lindsey	Anna	Chase
Joseph	Harris	Robert	Ian	Kalady
Margaret	Lizzie	Ryan	Olivia	Rachel
Mary-Frances	Parker			

Algorithm Accountability

- Summarize the second article you read with the group
  - What was the controversy about the algorithm(s) in question?
- How can you enforce algorithm accountability?
- What kind of accountability do you want to see?

Looking Ahead

- Lab 2 Prep – due before class
- Lab 2 tomorrow
  - What are you going to draw?