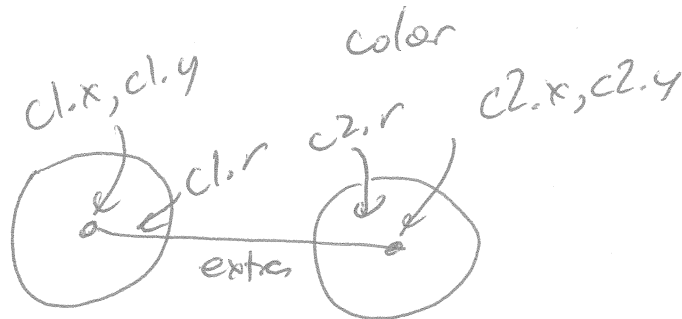


OOP Python 6/4

~~Photo~~ token class

⊙ circle (x,y) current position
(dx,dy) change in x,y per frame
r - radius



$$d^2 = (cl.x - c2.x)^2 + (cl.y - c2.y)^2$$

if $(cl.r + c2.r)^2 < d^2 \rightarrow$ bigger
no intersection

if $(cl.r + c2.r)^2 \geq d^2$
yes intersection

