

6/10/26 OOP Python

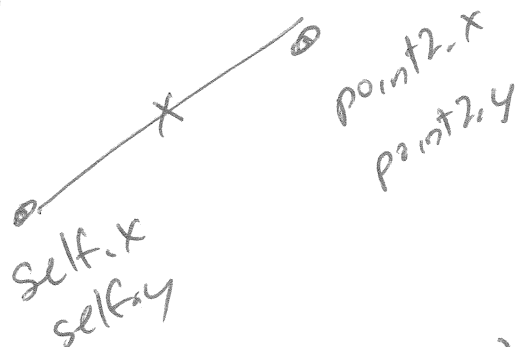
- 1) Tests Back, Go Over
- 2) Fruit Game w/lan's Fruit
- 3) Pick Teams

Ceiling(x) = smallest integer $\geq x$.

$$\left\lceil \frac{33}{16} \right\rceil = 3 \quad \left\lceil \frac{32}{16} \right\rceil = 2$$

$$\text{ceiling}\left(\frac{x}{y}\right) = (x+y-1) // y$$

if $x \% y == 0$:
 $\frac{x}{y}$
 return Point $\left(\frac{(self.x + point2.x)}{2}, \frac{(self.y + point2.y)}{2} \right)$
else:
 $\frac{x}{y} + 1$



return $\left((self.x - point2.x)^2 + (self.y - point2.y)^2 \right)^{.5}$

$$x^2 + y^2$$

return $self.x^2 + point2.x^2 + self.y^2 + point2.y^2$

pics $\rightarrow$ [$\downarrow$ apple, $\downarrow$ kiwi, $\downarrow$ straw, $\downarrow$ cherry]

FRUIT GAME EDITS

- ① Upload Ian's Pics
needed to do

img = pygame.transform.scale (pygame.image.load ("kiwi.png"),
(80,80))
 $\nwarrow$
Size of scaled
image

- ② Update fruitrate (how often generated)

a) added $\text{FRUITRATE} = 30$

b) when hit 2.0

$$\text{FRUITRATE} = \max(5, \text{FRUITRATE} - 1)$$

So countdown as you hit more fruit
capped @ 1 fruit per 5 frames.

TEAMS

Ignacio + Christine

John + Cateline

Edward + Austin

Alexandre + Anya