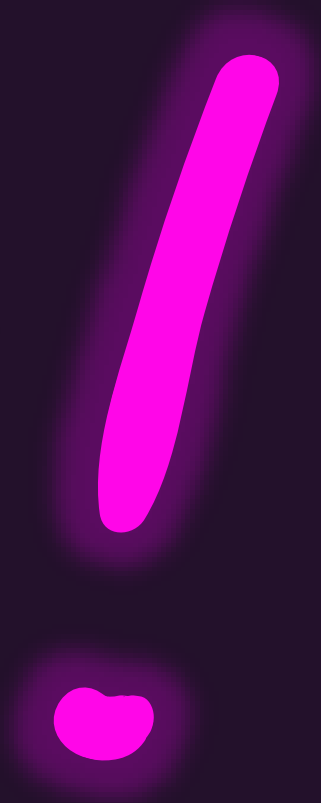


Tracing Constructors & Methods in Python



```
1 from __future__ import annotations
2
3
4 class Point:
5     x: float
6     y: float
7
8     def __init__(self, x: float, y: float):
9         self.x = x
10        self.y = y
11
12    def add(self, other: Point) -> Point:
13        x: float = self.x + other.x
14        y: float = self.y + other.y
15        return Point(x, y)
16
17
18 def main() -> None:
19     a: Point = Point(1.0, 2.0)
20     b: Point = Point(3.0, 4.0)
21     c: Point = a.add(b)
22     print(f"({c.x}, {c.y})")
23
24
25 if __name__ == "__main__":
26     main()
```