

Marble Jar code tracing exercise

Assume that the MarbleJar class has been defined as used in our class. What output would be produced by running the following Python program?

```
from marblejar import MarbleJar

def obfuscate(jar1, jar2):
    'exercise function to practice tracing code'
    print(jar1.draw_marble())
    print(jar1.draw_marble())
    print(jar1.is_empty())
    print(jar2.is_empty())

    result = jar2.draw_marble()
    jar1.add_marble(result)

    return result

j1 = MarbleJar()
j1.add_marble('red')
j1.add_marble('red')
j2 = MarbleJar()
j2.add_marble('blue')
j2.add_marble('blue')

print(j1.is_empty())
print(j2.is_empty())

print("Call obfuscate")
outcome = obfuscate(j1, j2)

print("Final check")
if j1.is_empty():
    print("j1 is empty")
else:
    print("j1 has marbles")
print(outcome)

print(j2.draw_marble())
```