Problem Set 13 - Classes and Functions

p1: multiply.py
Write a function called `multiply_time()` that takes a `Time` object and a number and returns a new `Time` object that contains the product of the original `Time` and the number.

Then use `multiply_time()` to write a function that takes a `Time` object that represent the finishing time in a race, and a number that represents the distance, and returns a `Time` object that represents the average pace (time per mile).

p2: date.py
The `datetime` module provides time objects that are similar to the `Time` objects in our discussions, but they provide a rich set of methods and operators. Read the documentation at https://docs.python.org/3/library/datetime.html?highlight=datetime.

Write a function called `days_until_birthday()` that takes a `date` object as a user’s birthday and returns the number of days until the user’s next birthday.