5. Classes: introduction and attributes

Note: attributes (fields) should NOT be `static` in this module
Resources:

Classes: introduction

Classes: attributes

Problems

1. Create a class named "Pizza". It should have the following attributes: price, name and description.

   (a) Write a method that creates an instance of the class "Pizza". The method should initialize the object with appropriate values (e.g. $9.50, "Margherita", "A very nice pizza").

   (b) Write a `static` method that prints every attribute of a pizza instance.

2. Create a class named "Person". It should have the following attributes: age, name and friend. The attribute friend could be another "Person"".

   (a) Write a method that creates an instance of class "Person". The method should initialize the object with appropriate values (e.g. 33, "Bob"). The friend attribute of this instance should be initialized to another instance of class "Person" (the friend attribute of this person should be `null`).

   (b) Write a `static` method that prints every attribute of a person instance. It should print the friend attribute RECURSIVELY.