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 **Class declaration**

class FizzBuzz:

This line defines a new class named FizzBuzz. A class groups related data and functions (methods).

 **Initializer / constructor**

def \_\_init\_\_(self, start, end):

self.start = start

self.end = end

* \_\_init\_\_ runs when an object is created.
* It stores two instance attributes: self.start and self.end, which define the range of numbers the object will process.

 **Method definition (play)**

def play(self):

Declares a method named play that contains the FizzBuzz logic. You call this method on an object to run the game.

 **Initialize loop variable**

i = self.start

Sets the loop counter i to the starting number passed when the object was created.

 **While loop over the range**

while i <= self.end:

Repeats the indented block as long as i is less than or equal to the end value.

 **Check divisibility by 3**

if i % 3 == 0:

print("Fizz")

if i % 5 == 0:

print("Buzz")

* i % 3 == 0 tests if i is divisible by 3. If true, it prints "Fizz".
* Inside that block there is a nested check if i % 5 == 0:. If i is also divisible by 5, it prints "Buzz".
* **Important:** For numbers divisible by both 3 and 5 (e.g., 15) this will print **two separate lines**:
* Fizz
* Buzz

 **Check divisibility by 5 (only if not divisible by 3)**

elif i % 5 == 0:

print("Buzz")

The elif runs only when i % 3 == 0 was false. This prints "Buzz" for numbers divisible by 5 but not by 3.

 **Otherwise print the number**

else:

print(i)

If neither divisibility condition matches, the code prints the number itself.

 **Print a blank line and increment**

print() # blank line after each output

i += 1

* print() outputs an empty line to add spacing between outputs.
* i += 1 increases i by one so the loop moves to the next number.

 **Create object and run the game**

game = FizzBuzz(1, 15)

game.play()

* game = FizzBuzz(1, 15) creates an instance with start=1 and end=15.
* game.play() calls the play method and runs the loop, producing the FizzBuzz output for numbers 1 through 15.

