Coding with class

```python
# Let's set up classes for a video game.  They have different types of characters you ca
n play. Barbarian!

# Define the class
class Barbarian:
    def __init__ (self, name, weapon, enemies_vanquished):
        self.name = name
        self.weapon = weapon
        self.enemies_vanquished = enemies_vanquished

    def Victory(self):
        print(self.name + " the barbarian has had victory over " + self.enemies_vanquish
ed + " enemies with a " + self.weapon + "!")

# Create an Instance of that Class

Conan = Barbarian("Conan","sword", "721")

# Call the Function oon that Instance

Conan.Victory()

# Add in additional functions and elements later

class Barbarian:
    def __init__ (self, name, can_read, weapon, enemies_vanquished):
        self.name = name
        self.can_read = can_read
        self.weapon = weapon
        self.enemies_vanquished = enemies_vanquished

    def Victory(self):
        print(self.name + " the barbarian has had victory over " + self.enemies_vanquish
ed + " enemies with a " + self.weapon + "!")

    def educated(self):
        if self.can_read == True:
            print("Wow! I can't believe " + self.name + " can read!")

Conan = Barbarian("Conan", True, "sword", "721")

Conan.educated()
```