

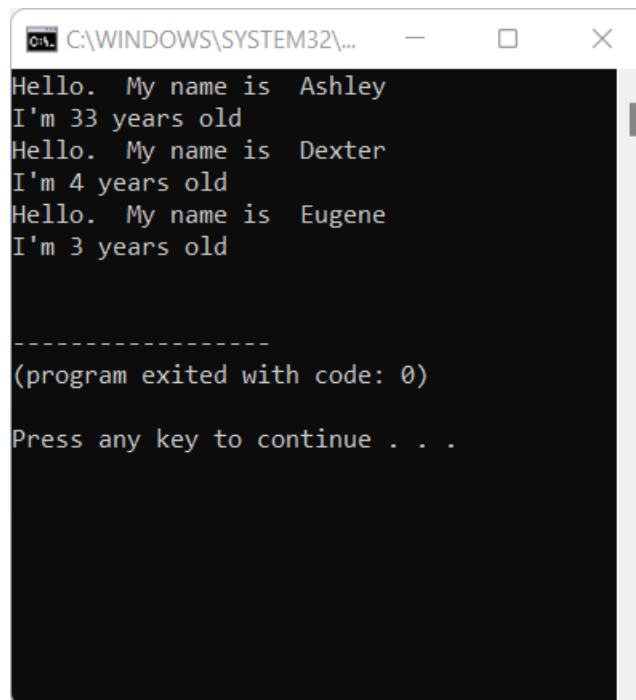
In this lab, we will learn to:

1. Create a class
2. Define a constructor
3. Instantiate an instance of that class as an object
4. Call a class method

In this lab, we want to create three robotic friends. They should each have a name, an age, and be able to tell you their name and age. To do this, start by doing the following.

- Download the two file *ClassFile.py* and *MyProgram.py* from D2L.
- Create a class called *RoboFriend*. That class should have
 - A constructor with the instance variables *name* and *age*.
 - A method named *stateName* which prints a greeting with its name.
The greeting should be similar to: *Hello. My name is (it's name)*.
 - A method named *stateAge* which prints a statement with its age.
The statement should be similar to: *I'm (it's age) years old*.
- Create a program called *MyProgram.py* that implements the *RoboFriend* class. In this program,
 - Create 3 new robotic friends. Give them different names and ages.
 - Have each one introduce themselves and state their age.

When you're done, upload the file containing the *RoboFriend* class and your *MyProgram.py* file. Your output should be similar to the following.



```
C:\WINDOWS\SYSTEM32\...  
Hello. My name is Ashley  
I'm 33 years old  
Hello. My name is Dexter  
I'm 4 years old  
Hello. My name is Eugene  
I'm 3 years old  
  
-----  
(program exited with code: 0)  
Press any key to continue . . .
```