**What is composition?**

Composition in coding is all about putting together complicated stuff using simpler parts. Instead of creating one big thing, we make a new thing by sticking together smaller things. So for example, you can think of building a lego set from different lego pieces.

**Why do we use composition?**

We use composition to make our code easier to reuse, organize, and manage. Instead of having one giant code that does everything, we break it down into smaller, more manageable pieces. Think of it as sorting your lego blocks into different bins based on color or shape. It makes everything easier to find and put together later on.

**How do we use composition in our code?**

In our coding, we use composition by creating separate classes for different parts of our program. Then, we combine these classes to create more complex objects. For example, let's say we're making a game. We might have classes for the player, weapons, and inventory (like how we’re creating different classes in de pokemon game). By putting them together, we can create a fully functioning player character with all the gear they need. It's like assembling a character in a game using different parts like building a custom character in a video game. This approach makes our code flexible and easy to expand upon later.