

```
1 #composition
2
3 class weapon():
4     def __init__(self,name, cost, dmg):
5         self.name = name
6         self.cost = cost
7         self.dmg = dmg
8
9
10 class armour():
11     def __init__(self, name, cost) -> None:
12         self.name = name
13         self.cost = cost
14
15 #composition, the character is composed of(made up)
16 #of other classes
17 class character():
18     def __init__(self, weapon, armour) -> None:
19         self.weapon = weapon
20         self.aromour = armour
```