Create a class called Character:

Define a constructor method that initializes attributes for name, hit points, hit chance, max damage, and armor, setting default values.

Define getter and setter methods for each attribute to ensure proper validation and limitation.

Define a method named printStats() that prints out the character's name, hit points, hit chance, max damage, and armor.

Define a method named hit(opponent) that calculates whether the character hits the opponent based on hit chance, inflicts damage if successful, and checks if the opponent is defeated.

Define a function named fight(playerOne, playerTwo):

Use a while loop to continue the fight until one of the players has no hit points left.

Inside the loop, prompt the user to press Enter to proceed with the attack.

If the user presses Enter:

Call the hit() method for both playerOne and playerTwo to perform the attack.

Check if either player has no hit points left. If so, print a message indicating that the respective player has lost the fight.

Define a main() function:

Create instances of Character for playerOne and playerTwo.

Set the name attribute for playerOne and playerTwo.

Print the stats for both playerOne and playerTwo.

Call the fight() function with playerOne and playerTwo as arguments.

Call the main() function if the script is run as the main program.