Create a class called Character:

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

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

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

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):

Initialize variables for poison duration and poison damage.

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 select an option (Fight, Heal, or Focus).

If the user selects Fight:

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

Determine random actions such as healing, damage increase, or poison based on probabilities.

Update hit points and apply poison damage to playerOne.

Print the stats for both players and check if either player has no hit points left.

If the user selects Heal:

Heal playerOne and determine random actions for playerTwo similar to the Fight option.

Update hit points and apply poison damage to playerOne.

Print the stats for both players.

If the user selects Focus:

Increase playerOne's hit chance and determine random actions for playerTwo similar to the Fight option.

Update hit points and apply poison damage to playerOne.

Print the stats for both players.

Decrement poison duration if it's active.

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.