**Constructor and Instances and info about what we have**

1. **Create a class Smurfs** using the \_\_init\_\_ method. All smurfs must have a name and a job. The color should default to blue. The class should have a method called say\_hi that prints out the object's name and says hi.
2. **Create 2 instances** of your class.
3. Using \_\_dict\_\_, loop over the first instance to print out the attribute names and values.
4. Use isinstance to make sure both of your instances are of the class Smurfs. Check if they also belong to the class Person.
5. Use \_\_dir\_\_ to see if your instances have an age attribute.
6. **Change the color** of one of the instances to green.