

In [1]:

```
class character():
    def __init__(self,name):
        self.name=name
        self.__score=0
        self.__life=3

    def displaylife(self):
        return self.__life
    def displayscore(self):
        return self.__score
    def punch(self):
        self.__score=self.__score +5
    def kick(self):
        self.__score=self.__score +10
    def stabbed(self):
        self.__life=self.__life - 1

    def intro(self):
        print("Player Name:- ",self.name)
        print("Initial Score:- ",self.displayscore())
        print("Initial Life:- ",self.displaylife())

mario=character("Mario")
mario.intro()
```

```
Player Name:-  Mario
Initial Score:-  0
Initial Life:-  3
```

In [ ]: