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#This code defines a bird class to show the abilities of birds flying.

class Bird:

#This is the part that sets up the bird's name and whether it can fly.

def \_\_init\_\_(self, name, canFly):

self.name = name #the bird's name

self.canFly = canFly #true if the bird can fly, false if not.

#this method checks if the bird can fly or not.

def fly(self):

if self.canFly:

print("The " + self.name + " is flying.") #this shows the bird can fly.

else:

print("The " + self.name + " cannot fly.") #this shows the bird can't fly.

#this is the main function to create birds and test if they fly or not.

def main():

redRobin = Bird("Red Robin", True) # create red robin can fly.

redRobin.fly() # Checks if Red Robin can fly.

chicken = Bird("Chicken", False) #Creates chicken can't fly.

chicken.fly()

ostrich = Bird("Ostrich", False) #Creates Ostrich can't fly.

ostrich.fly()

#this runs the main function when the program starts.

if \_\_name\_\_ == "\_\_main\_\_":

main()