

## CW4-1: OOP Class Variable & Instance Variable

### 1. Person Class

Design a class called **Person** with the following attributes and methods:

Attributes:

- **name** (string): representing the name of the person.
- **age** (integer): representing the age of the person.
- **address** (string): representing the address of the person.

Methods:

- **\_\_init\_\_**: initialize the attributes.
- **introduce**: display information introducing the person.
- **change\_address**: update the address of the person.