In [1]:

```python
class dangal():
    def __init__(self,name):
        self.name=name
        self.__score=0
        self.__round=3
    def displayround(self):
        return self.__round
    def displayscore(self):
        return self.__score
    def Takedown(self):
        self.__score=self.__score +2
    def Escape(self):
        self.__score=self.__score +1
    def Reversal(self):
        self.__score=self.__score +2
    def Near_Fall_if_lasts_for_2_seconds(self):
        self.__score=self.__score +2
    def Near_Fall_if_lasts_for_5_seconds(self):
        self.__score=self.__score +3
    def Penalty_first_point(self):
        self.__round=self.__round -1
    def Penalty_Second_Points(self):
        self.__round=self.__round -2
    def intro(self):
        print("Player Name:- ",self.name)
        print("Your Score  is :- ",self.displayscore())
        print("Remaining round is:- ",self.displayround())
D=dangal("Mario")
x=D.displayround()
if x==0:
    print("Game is Over ")
else:
    print("Welcome to Next Level")
```

Welcome to Next Level

In [ ]: