Part B: Minimal Coding Example

Design a simple class called Creature (or a D&D-themed class such as Goblin) that includes:

A private data member (e.g., health or name).

A constructor that initializes the data member(s).

A destructor that prints a message indicating the object is being destroyed.

A public method that displays the object's state.

```
Class Creature {
String name;
Public:
Int health;
Creature (string n, int h) {
name = n;
health = h;
}
Void displayState () {
Cout << "Creature" << name << "has a health of" << health;
}
~ Creature () {
Cout << "Creature" << name << "has been destroyed" << endl;
}};
```