In [13]:
```
class game():
    print("welcome to the game!!!")
    print("are you ready for having some fun?")

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

    def game_rule(self):
        print("Game rule as follows\n\npunch= 5 points\nkick= 10 points\nknock

    def puch(self):
        self.__score=self.__score+5

    def kick(self):
        self.__score=self.__score+10

    def knockout(self):
        self.__score=self.__life+15

    def stabbed(self):
        self.__life=self.__life-1

    def displayscore(self):
        return self.__score

    def displaylife(self):
        return self.__life

    def match_status(self):
        __win=20
        __health=0
        if self.__score>__win:
            print("victory")
        elif self.__life==__health:
            print("Game over")
        else:
            print("Still you are in game")

    def score(self):
        print("so", self.name ,"your score is below")
        print("score=",self.displayscore())

d=game("sakshi")
```

```
welcome to the game!!!
are you ready for having some fun?
```

In [14]:
```
d.displaylife()
```

Out[14]:
```
3
```

In [15]:
```
d.displayscore()
```

Out[15]:
```
0
```

In [16]:
```
d.game_rule()
```

```
Game rule as follows

punch= 5 points
kick= 10 points
knockout= 15 points
stabbed= -1 life
```

In [17]:
```
d.kick()
```

In [18]:
```
d.knockout()
```

In [19]:
```
d.match_status()
```

```
Still you are in game
```

In [20]:
```
d.name
```

Out[20]:
```
'sakshi'
```

In [21]:
```
d.puch()
```

In [22]:
```
d.score()
```

```
so sakshi your score is below
score= 23
```

In [23]:
```
d.stabbed()
```

In [ ]: