# 1) Create class Person : name , age = 0 , money , health

# 2) By default health is 100

# 3) Person also has method : live\_one\_year()

# 4) live\_one\_year : 1) Will you able to smoke ? 2) Will you be able to drink 3) Will tou be able to use some drugs ?

# 5) if smoke = health - 3 , if drink = health - 8 , if drugs = health - 10

#  else - 1

# add random and make some randomDeather

# every live\_one\_yeat -> randomDeather

# every live\_one\_yeat -> if age > 90 : print("Goodbye")

# every live\_one\_yeat -> if health >= 0 : print("Goodbye") ,but if user has money he might to pay for life , but health can't be over than 100

class Person:

    def \_\_init\_\_(self, name = "John", age = 0, money = 0, health = 100):

        self.name = name

        self.age = age

        self.money = money

        self.health = health

    def \_\_str\_\_(self):

        return f"Person: {self.name}, " \

               f" age: {self.age}, " \

               f" money: {self.money}, ;" \

               f" health: {self.health};" \

    def live\_one\_year(self):

        self.age += 1

        while True:

            question1 = "Will you able to smoke? press 'y/Y' if not 'n/N'"

            question2 = "Will you be able to drink? press 'y/Y' if not 'n/N'"

            question3 = "Will tou be able to use some drugs? press 'y/Y' if not 'n/N'"

            if input(question1).lower() == "y":

                self.health -= 3

            if input(question2).lower() == "y":

                self.health -= 8

            if input(question3).lower() == "y":

                self.health -= 10

            else:

                self.health -= 1

            break

p = Person("Tailer", 0, 5000, 100)

print(p)

p.live\_one\_year()

print(p)