Homework Assignment for Lesson 1: Introduction to Object-Oriented Programming (OOP) in Python

Problem 1: Class Definition and Object Instantiation

1.1. Define a class called `Person` with the following attributes:
- `name` (string)
- `age` (integer)

1.2. Include a method in the `Person` class named `greet` that prints a friendly greeting message, including the person's name.

1.3. Instantiate two objects from the `Person` class, representing different individuals. Call the `greet` method for each person.

Problem 2: Enhanced Class Features

2.1. Extend the `Person` class to include a new attribute:
- `location` (string)

2.2. Add a method named `move` that takes a new location as an argument and updates the person's location.

2.3. Instantiate a new person, call the `greet` method, move the person to a different location using the `move` method, and print a message indicating the new location.

Problem 3: Application of OOP Concepts

3.1. Think of a real-world scenario where the concept of a class (representing a blueprint) and an object (representing a specific instance) could be applied. Describe the scenario, including attributes and methods that the class might have.

3.2. Write Python code to implement the class and instantiate an object based on your scenario. Include appropriate methods that represent actions related to the scenario.

Submission Instructions:

- Save your Python script Notebook with the completed code.
- Include comments in your code to explain your implementation.
- Provide a brief written explanation for each problem, describing your thought process and any challenges faced.