# Python Script: task1.py

# FizzBuzz  
  
class FizzBuzz:  
 def \_\_init\_\_(self, start=1, end=50):  
 self.start = start  
 self.end = end  
  
 def play(self):  
 for num in range(self.start, self.end + 1):  
 text = ""  
 if num % 3 == 0:  
 text += "Fizz"  
 if num % 5 == 0:  
 text += "Buzz"  
 if text == "":  
 text = str(num)  
 print(f"{num:>3} → {text}")  
  
game = FizzBuzz(1, 50)  
game.play()