Welcome to the challenge!

In this challenge, you need to add a dance function to the Human class. The dance function should call the Human’s move function three times. Finally, add the dance function in the Human class’s role.

Happy Coding!

Our code from the class –

class Things:

    def \_\_init\_\_(self, name, animate):

        print('A new thing was constructed!!')

        print('It is called %s!' % self.name)

*if* self.animate:

            print('It is a living-thing!')

*else*:

            print('It is a non-living thing!')

class Animate(Things):

    def breathe(self):

        print('I am breathing!')

    def grow(self):

        print('I am growing!')

    def eat(self):

        print('I am eating!')

class Animals(Animate):

    def move(self):

        print('I am moving!')

class Mammals(Animals):

    def feed\_young\_with\_milk(self):

        print('I am feeding young with milk!')

class Giraffe(Mammals):

    def eat\_leaves\_from\_trees(self):

        print('I am eating leaves from trees!')

    def role(self):

        print('I can do all of this!')

        self.move()

        self.feed\_young\_with\_milk()

        self.eat\_leaves\_from\_trees()

        self.eat()

        self.grow()

        self.breathe()

        print('And many more things!')

class Human(Animate):

    def move(self):

        print('I am moving!')

    def talk(self):

        print('I am talking!')

    def role(self):

        print('I can do all of this!')

        self.move()

        self.talk()

        self.eat()

        self.grow()

        self.breathe()

        print('And many more things!')

class Inanimate(Things):

    def role(self):

        print('Damn it! All I need to do is wait for an animate to use me... No free will...')

class Sidewalk(Inanimate):

    def stuff(self):

        print('A human walks on me near the roads')

class Building(Inanimate):

    def stuff(self):

        print('How rude of humans! They live inside me!')

sam = Human('Sam', True)

sam.role()

print('')

reginald = Giraffe('Reginald', True)

reginald.role()

print('')

mrsidewalk = Sidewalk('Mr Sidewalk', False)

mrsidewalk.stuff()

print('')

mrbuilding = Building('Mr Building', False)

mrbuilding.stuff()