

Setup the following class

Person:

- attributes (full_name, money, sleepmood,healthRate) - methods (sleep, eat, buy)

Implement Person methods

sleep(hours): Method in Person class(7→happy, <7→tired, >7→lazy)

eat(meals): Method in Person class(3 meals →100 health rate, 2 meals→75 health rate , 1 meal→ 50 health rate)

buy(items): Method in Person class(1 Item→decreases Money 10 LE)