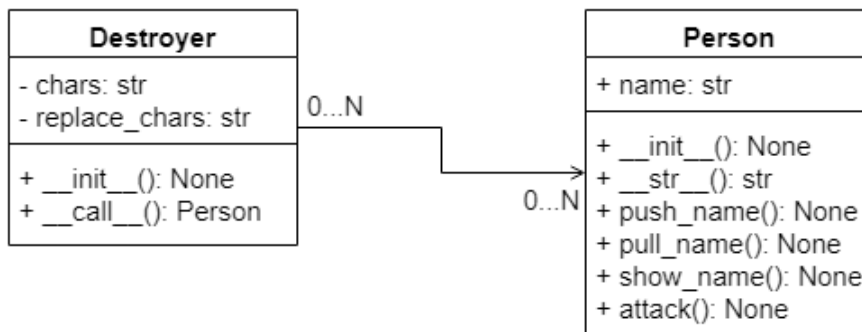


Design a Destroyer and Person class so the following driver code generates the given output upon execution.

A Person has only `name` as its property which is publicly accessible and has a few public functions. All the properties (or variables) of a Destroyer object, on the other hand, are private. The variables are **chars** - a string containing all the characters that a particular **Destroyer** object will remove from a **Person's name** and **replace_chars** - a string with which each character in chars will be replaced from a **Person's name**. You may use the class diagram given below.



Driver Code:

```

john = Person("John")
alberta = Person("Alberta")
print(john, alberta)
v_kill = Destroyer("aeiou")
v_kill(john)
print(john, alberta)
alpha_kill = Destroyer("".join(chr(i) for i in range(65, 91)), "")
print(john, alberta)
alpha_kill(john)
print(john, alberta)
alberta.push_name(john)
print(john, alberta)
caitlin = Person("Caitlin")
john.attack(caitlin)
print(caitlin)
v_kill(caitlin).show_name()
alberta.show_name()
  
```

Output:

```
John Alberta
Destroyed: 'o' from J#hn's name.
J#hn Alberta
J#hn Alberta
Destroyed: 'h', 'j', 'n' from #'s name.
# Alberta
Alberta Alberta
Ciin
Destroyed: 'i' from C##n's name.
Hello, I am C##n
Hello, I am Alberta
```