**class** Animal:  
 **def** \_\_init\_\_(self,name,age):  
 self.name=name  
 self.age=age  
**class** Predator:  
 **def** bit(self,victim):  
 **if** (isinstance(victim, Mammal)==**True**):  
 print(**'Sorry'**)   
**class** Tiger:  
 **pass  
class** Mammal:  
 **def** die(self):  
 **del** self  
**class** Zebra(Mammal):  
 **pass**