
Classes Exercise

- 1- Create a class called **Monster** having the following members:
 - a. **Data Members:** name (one char), power, and health.
 - b. **Member Functions:**
 - i. Setters and getters.
 - ii. Zero-argument constructor and constructor with arguments.
 - iii. Destructor.
 - iv. Print and read functions: prints/reads all info from/to the user.
 - v. decHealth: decrements the health with a passed amount.
 - vi. isKilled: returns true if the health is ≤ 0 .
 - vii. **attack:** takes another monster M and decrements its health with the power of the current monster.
- 2- Create the following **global** functions:
 - a. **fight:** takes two monsters and makes them attack each other. It returns true if either of the monsters is killed.
 - b. **attackMany:** takes a monster M and an array of monsters, makes M attack the other monsters, and returns the number of killed monsters. *Could you make a version of it as a member function?*
- 3- Write a program testing your code.