Classes Exercise

1. Create a class called **Monster** having the following members:
   1. **Data Members:** name (one char), power, and health.
   2. **Member Functions:** 
      1. Setters and getters.
      2. Zero-argument constructor and constructor with arguments.
      3. Destructor.
      4. Print and read functions: prints/reads all info from/to the user.
      5. decHealth: decrements the health with a passed amount.
      6. isKilled: returns true if the health is <= 0.
      7. **attack:** takes another monster M and decrements its health with the power of the current monster.
2. Create the following **global** functions**:** 
   1. **fight:** takes two monsters and makes them attack each other. It returns true if either of the monsters is killed.
   2. **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.