Write the Mario class for Nintendo. The Mario class will keep track of the number of lives, number of coins, and whether or not he is big. By default, a Mario object will have 0 coins, 3 lives, and he will not be big. The Mario class has 2 methods – addCoin() and changeSize(). The addCoin() method will take Mario’s coin count and add one. addCoin() will also reset the coin count to 0 and add one to the number of lives if the coin count reaches 100 coins. The changeSize() method will “flip” whether or not the Mario object is big or not. If a Mario object is NOT big and changeSize() is called then the Mario object will become big. The opposite is true the next time changeSize() is called. Use the space below to write the class.