

io5wzuuhz

July 3, 2023

```
[1]: class Game:
      # Class variables
      default_score = 100
      default_level = 40
      default_player_name = "Virat Kohli"

      # Non-parameterized constructor
      def __init__(self):
          # Instance variables
          self.score = Game.default_score
          self.level = Game.default_level
          self.player_name = Game.default_player_name

      # Other methods of the Game class...
      # Create a new Game object
      game = Game()

      # Access the attributes
      print(game.score) # Output: 0
      print(game.level) # Output: 1
      print(game.player_name) # Output: "Player"
```

100

40

Virat Kohli

```
[ ]:
```