Bài 2:

# Định nghĩa lớp anh hùng

class Hero:

    def \_\_init\_\_(self, name, health):

        self.name = name

        self.health = health

    def defend(self, damage):

        self.health -= damage

        if self.health <= 0:

            self.health = 0

            return f"{self.name} was defeated"

    def heal(self, amount):

        self.health += amount

# Ví dụ theo đề bài

hero = Hero("Peter", 100)

print(hero.defend(50))

hero.heal(50)

print(hero.defend(99))

print(hero.defend(1))