

## VG101

### Lab 5 Classes

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#### Hints

- There are no "standard" answer. But making appropriate choices make the implementation easier.
- Feel free to discuss with each other

## 1 Attributes and Methods

- |           |          |            |              |
|-----------|----------|------------|--------------|
| • name    | • speed  | • persuade | • run        |
| • sanity  | • hide   | • focus    | • possession |
| • search  | • lore   | • escape   | • visit      |
| • stamina | • listen | • fight    | • climb      |
| • luck    | • dodge  | • job      | • home       |

Separate the methods from the attributes and provide potentially missing attributes. Write the class interface `Investigator`, that defines the methods and attributes of an investigator. In particular specify whether a particular method or attribute should be public or private.

*Note:* although it is not asked to implement the class, only to define it, feel free to do so.