**Problem 1: Secret Vault**

Create a class Vault that stores secret data.

* The data should be **private**.
* Provide methods to **securely** update and retrieve data but only if a correct **password** is provided.
* A method should allow changing the password, but only if the current password is correct.
* Prevent direct access to private variables.

**Problem 2: Mysterious Creatures**

You need to model **three types of creatures**: **Ghost, Werewolf, and Vampire**.

* **All creatures can make a spooky sound**, but each makes a different one.
* **All creatures can haunt humans**, but the effect of haunting is different for each type.
* The creatures should **inherit** from a base class Creature.
* Implement **polymorphism** to handle their behavior.

**Problem 3: Abstract Messaging System**

Create a messaging system that supports **Email, SMS, and Push Notification**.

* Define an **abstract class** MessageService that has a method send\_message().
* Implement EmailService, SMSService, and PushService, each overriding send\_message() differently.
* **Do not allow direct instantiation** of MessageService.
* The system should be able to send messages without knowing the exact service type.