

#Pet Class

```
class Pet:
    def __init__(self, name, species, age):
        self.name = name
        self.species = species
        self.age = age

    def speak(self):
        print(f"{self.name} makes a sound.")

    def birthday(self):
        self.age += 1
        print(f"Happy birthday, {self.name}! You are now {self.age} years old.")

    def __str__(self):
        return f"{self.name} is a {self.age}-year-old {self.species}."
```

Example Use

```
my_pet = Pet("Buddy", "dog", 5)
print(my_pet)
my_pet.speak()
my_pet.birthday()
```