class Cat:

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

self.name = name

self.age = age

def info(self):

print(f"I am a cat. My name is {self.name}. I am {self.age} years old.")

def make\_sound(self):

print("Meow")

class Dog:

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

self.name = name

self.age = age

def info(self):

print(f"I am a dog. My name is {self.name}. I am {self.age} years old.")

def make\_sound(self):

print("Bark")

cat1 = Cat("Kitty", 2.5)

dog1 = Dog("Fluffy", 4)

for animal in (cat1, dog1):

animal.make\_sound()

animal.info()

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