Assignment 1 – Creating a Class, Objects, Attributes, and Methods

General Instructions:
1. **Think of three real-life concepts you want to turn into classes (blueprints).**
   - Examples: Animal, Vehicle, etc.
2. Name your **class**.
3. List **at least three attributes** (properties — things the class has).
4. List **at least two methods** (actions — things the class can do).
5. From that class, create **at least two different objects** (specific examples).
6. Write your answer neatly in the given format below.
7. Save your work as a **PDF file** with the filename format:
   YourLastNameYourFirstName_Ass1.pdf

Format Example:
Class (Blueprint): Vehicle
- **Attributes:**
   1. **Brand**
   2. **Color**
   3. **Speed**
- **Methods:**
   1. **Start**
   2. **Stop**

Objects (Based on the Class):
1. **Car**
   - **Brand: Toyota**
   - **Color: Red**
   - **Speed: 120 km/h**
   - **Can: Start, Stop**
2. **Motorcycle**
   - **Brand: Yamaha**
   - **Color: Black**
   - **Speed: 90 km/h**
   - **Can: Start, Stop**