Classes

## Twenty questions Class Project Progress – Iteration 6

It's a marathon (short 😊), not a sprint.

Iteration 6: Support playing multiple times – e.g., "Would you like to play again?" [Yes] No to quit"

## Classes For a Person, Family, City, State, country, Planet, …

Design, Code, and test a set of python classes suitable for a simulation program based on a small civilization. This is intentionally an open ended exercise to encourage thinking about the uses of classes.

1. Initially concentrate on data e.g., names, locations, contents (e.g. members of family, cities in state) and data manipulation (e.g., add member)
2. Pick a scenario involving a collection of your classes and add member functions to support such a scenario. Initially just add "empty" commented member functions.