

## CS 162P

### Programming Lab 7A

For this exercise, you will create the Player and Character classes required for Lab 7 Part B and test in it with the provided driver.

#### Program Description

Create a module `person.py` that contains a `Person` class.

Create a module `player.py` that contains a `Player` class with its methods as described in the Lab 7 document. This should also include the overrides for `__eq__`, `__gt__`, and `__str__`.

Create the four Character classes (`Priest`, `Ranger`, `Rogue`, and `Wizard`) in the `player.py` module. They should each be derived from the `Player` class.

Test them all with the provided driver.