## Hero

Create a class called Hero. Upon initialization it should receive a name (string) and health (number). Create two methods:

* defend(damage) - reduce the given **damage** from the hero's health:
  + if the **health** become 0 or less, **set** it **to 0** and **return** **"**{name} was defeated**"**
* heal(amount) - **increase the health** of the hero with the given amount

### Examples

|  |  |
| --- | --- |
| **Test Code** | **Output** |
| hero = Hero("Peter", 100)  print(hero.defend(50))  hero.heal(50)  print(hero.defend(99))  print(hero.defend(1)) | None  None  Peter was defeated |