## Steam User

Create a class called SteamUser. Upon initialization it should receive username (string) and games (list). It should also have an **attribute** called played\_hours (**0** by default). Add **three methods** to the class:

* **play(game, hours)**
  + If the **game** is in the **game list, increase** the played\_hours by the given hours and return "{username} is playing {game}**"**
  + Otherwise, return **"**{game} is not in library**"**
* **buy\_game(game)**
  + If the game **is not** in the game list, **add it** and return **"**{username} bought {game}**"**
  + Otherwise return **"**{game} is already in your library**"**
* **status()** - returns the following:

"{username} has {games\_count} games. Total play time: {played\_hours}**"**

Submit only the class in the judge system.

### Examples

|  |  |
| --- | --- |
| **Test Code** | **Output** |
| user = SteamUser("Peter", ["Rainbow Six Siege", "CS:GO", "Fortnite"])  print(user.play("Fortnite", 3))  print(user.play("Oxygen Not Included", 5))  print(user.buy\_game("CS:GO"))  print(user.buy\_game("Oxygen Not Included"))  print(user.play("Oxygen Not Included", 6))  print(user.status()) | Peter is playing Fortnite  Oxygen Not Included is not in library  CS:GO is already in your library  Peter bought Oxygen Not Included  Peter is playing Oxygen Not Included  Peter has 4 games. Total play time: 9 |