**Python Directions**: Create a Python module on your Z:\GameDev folder named oop\_ex1.py. Add the following code to the module. Do not forget to test!!!

***Java Directions****: If you are doing this as a Java exercise, you will need to create a class file for each class and test it in a main method. Sample Java main method follows:*

*Public static void main(String[] args) {*

*}*

**Instance Variables**: *The attributes of an object are called instance variables. Each instance of the class (object) will have its own set of these variables. Instance variables are typically defined just below the class definition statement. They are not defined inside any methods of the class.*

**Teacher Class**

1. Define a class called Teacher containing the following attributes:
   1. Attributes:
      1. name
      2. sex
      3. dateOfBirth
      4. phoneNumber
   2. Place some realistic values in the above attributes.

**Monkey Class**

1. Define a class called Monkey containing the following attributes:
   1. Attributes:
      1. age
      2. species
      3. isRainForest
   2. Place some realistic values in the above attributes.

**Fish Class**

1. Define a class called Fish with the following attributes:
   1. Attributes:
      1. isFreshWater
      2. weight
      3. age
      4. gender
   2. Place some realistic values in the above attributes.
   3. Define a breathe() method that **returns** the following string:
      1. “The fish breathes”

**Enemy Class**

1. Create a class called Enemy with the following attributes:
   1. Attributes:
      1. Name = “Goblin”
      2. health = 10
   2. Create a method called decreaseHealth() that takes in a parameter amount and decreases the health by that much. Inside that method, print that the “enemy died” if health goes below zero. Either way **return** the new health value.

**Testing**

1. Instantiate an object from each the above classes.
2. Modify at least two instance variables of each of the objects instantiated in the previous step.
3. Print the variables changed in the step above.
4. Call the breathe method of the Fish object instance and print the **returned** value.
5. Call the decreaseHealth()method of the Enemy object instance:
6. Print the value of the **returned** by the method with the following message:
   1. “The enemy was hit. The new enemy health is *15*”. *Replacing the number with the value returned by the method.*
7. Repeat the previous step passing a different value into the decreaseHealth() method. Do not forget to print the value **returned** by the decreaseHealth() method.