Python → Object-oriented programming → Class

Class → The Creator
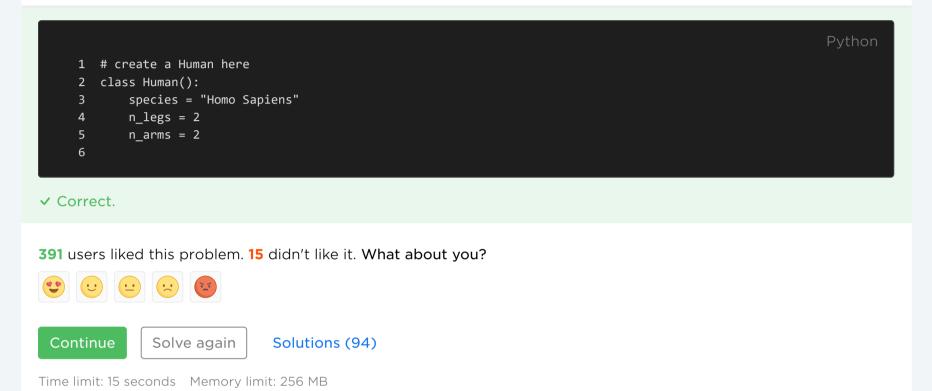
📊 Medium   🕐 2 minutes   ⓘ

Suppose, you're creating a fantasy role-playing game and want to have a class for elves. Elves are quite tall creatures, their average `height` is *1.8* meters, their `weapon` of choice is *longbow* and they reach `emotional_maturity` at the age of *125*. Create the class `Elf` with the attributes `height`, `weapon`, and `emotional_maturity`. Note that `height` and `emotional_maturity` should have numerical value.

You only need to create the class, no need to print anything!

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↧ Write a program

Code Editor   **IDE**

```Python
1   # create a Human here
2   class Human():
3       species = "Homo Sapiens"
4       n_legs = 2
5       n_arms = 2
6
```

✓ Correct.

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