

Exercise 2

- Modify the definition of class 'Adventurer' from Exercise 1.
- As instances of the class are created these attributes will be set to the values of arguments passed into the constructor.
- To arguments passed in are hard-coded to "Dragonbait" and 45.

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Solution

```
class Adventurer:
    def __init__(self,name,hitPoints,):
        self.name = name
        self.hitPoints = hitPoints

def start():
    anAdventurer = Adventurer("Dragonbait",45)
    print(anAdventurer.name,anAdventurer.hitPoints)

start()
```

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