# Exercise 1:

## Learning:

* Defining a new class with an attribute
* Creating an instance of a class (object)
* Accessing or changing the attributes inside and outside of the class definition.

## Functional requirements:

* You can write all the code in a single file (Car.py).
* Write the definition of class ‘Class’ which has an attribute ‘model’ and an ‘init’ constructor.
* Define (and call) a start function:
  + Create/instantiate an instance of class Car
  + Display the model attribute of the Car
  + Change the model attribute to ‘Talon’
  + Display again the model attribute of the Car

**Starting:** none

**Solution:** Car.py