

```
1 x = 10
2 mylist = [1, 2, 3]
3 message = "hello world!"
4 def sumab(a, b):
5     return(a + b)
6
7 print(type(x))
8 print(type(mylist))
9 print(type(message))
10 print(type(sumab))
11
12 mylist.append(4)
13 print(mylist)
14 print(message.split())
15
16 class Hero:
17
18     # class variable: all Hero instances will be "good" side
19     side = "good"
20
21     def __init__(self, newname, heroage):
22         # instance variables
23         # different Hero instances may have different names, ages, levels
24         self.name = newname
25         self.age = heroage
26         self.level = 1
27
28     def levelup(self):
29         self.level += 1
30
31     def introduce(self):
32         print(f"Hello, I am {self.name} and I am {self.age} year old." )
33
34 x = Hero("Max", 10)
35 y = Hero("Helen", 6)
36
37 print(x.level)
38 x.levelup()
39 print(x.level)
40
41 x.introduce()
42
43
44
45
46
47
```