```python
# 2/23/2020 class notes

import random

class Hero:

    # class variables/attributes
    side = "light"

    def __init__(self, hp, strength):

        # instance variables/attributes
        self.hp = hp
        self.strength = strength
        self.level = 1

    # instance method
    def levelup(self, x):
        self.level = self.level + x

    # instance method - introduction
    def intro(self):
        print(f"My hp is {self.hp} and my strength is {self.strength}")

    # class method
    def change_side(cls):
        if cls.side == "light":
            cls.side = "dark"
        else:
            cls.side = "light"

heroes = []
for i in range(20):
    hp = random.randint(5, 15)
    strength = random.randint(0, 20)
    heroes.append(Hero(hp, strength))

print(heroes)

for i in heroes:
```

```
    i.intro()


#hp = random.randint(5, 15)
#strength = random.randint(0, 20)
#x1 = Hero(hp, strength)
#x1.intro()

#x1 = Hero(10, 10)
#x2 = Hero(15, 5)

#print(x1.level, x2.level)
#x1.levelup(5)
#print("After levelup:")
#print(x1.level, x2.level)

#print(x1.side, x2.side)
#Hero.change_side(Hero)
#print(x1.side, x2.side)

#print(x1.side)
#print(x2.side)
#Hero.side = "dark"
#print("-----")
#print(x1.side)
#print(x2.side)
#print("-----")
#x1.side = "light"
#print(x1.side)
#print(x2.side)
```