```python
'''
A program about class and object. printing and talk a person's name and age and then play
Beethven's Für Elise. 9/7/2020. Braselton, GA.
'''
from playsound import playsound as pl
import text_to_speech as speech

class Person:                        # define a class
  def __init__(my, name, age):     # define a function "__init__" with 3 parameters

    my.n = name       # "name" must be the same as the function's parameter "name"
    my.a = age        # assign "age" to the property a ("age") of my (this class)

  def myfunc(self):   # define a methid (function) with one parameter "self" (this class)
    print("\n Hello. my name is " + self.n)    # self.n > property "n" of this class
    print("\n and my age is ", self.a)     # can use "," or "+"
    print("\n Now, please listen to the piano piece Beethoven wrote for me - Für Elise. \
        \n The music will start in about 10 seconds. \n ")
    name = str(self.n)
    age = str(self.a)

    text = "Hello. My name is " + name + " and my age is " + age + "  Now, please listen to the piano piece \
        Beethoven wrote for me - Für Elise. \n The music will start in about 10 seconds."
        # note: "self.n" is an integer. "+" operation can be done only for strings.

    speech.speak(text, "en")

    pl('els.mp3')          # pl > playsound

ps = Person("Elis", 22)      # assign class's two propperties to object "ps"
ps.myfunc()                  # call method (function) of object "ps"

print("Now, the function will be called again using \"print\", and the music will be played \
    \n one more time, since it is a part of the function.")
text2 = "Now, the function will be called again using \"print\", and the music will be played \
    \n one more time, since it is a part of the function."

speech.speak(text2, "en")

x = ps.myfunc()
print(x)                 #it works. "print(x)" will call the method (function) again, see bellow.
```

'''
  def __init__(self, name, age):
  The "self" parameter is a reference to the current class.
  It can be any name. it means "this class"
  Therefore, 3 parameters of function "_init_" have different roles.
  The 1st one represents the class itself, while other 2 are properties of this class.

  line 38 > assign object "ps" with its method (function) "myfunc()" to x
  line 39 "pring(x)" > the same as line 18, calling the methid (function) of object "ps" one more time.
     so, the music will be played twice.
'''