

This file must be submitted online *before* the beginning of class in order to receive credit.

1. Create a class called **Marine**, using the **Tank** class as a starting point. The **Marine** class should have the following properties: **name**, **position**, **armor**, and **damage**. That is, the programmer should be able to initialize the marine by performing the following:

```
m = Marine("Joe", (3, 2), 2, 5)
```

Next, add a `__str__` method to this class so that when `m` is printed, the following is output:

```
>>> print m
Bob has 6 armor and 3 damage. He is located at (3, 2).
```

Submit the file `marine.py`.

2. Random numbers are commonly used in games. A typical six-sided die will create rolls between 1 and 6 using `random.randint()`. Modify Listing 6.8 so that it instead generates random numbers in the set: 2, 4, 6, 8, 10, 12.

Submit the file `dicesim.py`