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The objective of this study was to evaluate the safety and efficacy of a free, double-pedicle soft-tissue. Mucogingival esthetic surgery Zucchelli Free 41Q: Create an instance of a class in a separate file in Python I am creating a simple online game where I have a few classes and I would like to make one instance of each of them in the separate files but I keep getting an error saying that there is no such object. File main.py class monster: def __init__(self,health,name,lives): self.health = health self.name = name self.lives = lives class game(object): def __init__(self,gamemain): self.player = player(health,player,lives) if __name__ == "__main__": main() File monster.py from main import monster class monster(object): def __init__(self,health,name,lives): self.health = health self.name = name self.lives = lives File Player.py from main import player class player(monster): def __init__(self,health,name,lives): super().__init__() self.health = health self.name = name self.lives = lives File Player.py from main import player class player(monster): def __init__(self,health,name,lives): super().__init__() self.health = health self.name = name self.lives = lives File Player.py from main import player class player(monster): def __init__(self,health,name,lives): super().__init__() self.health = health self.name = name self.lives = lives File Player.py from main import player class player(monster): def __init__(self,health,name,lives): super().__init__() self.health = health self.name = name self.lives = lives File Player.py from main import player class player(monster): def __init__(self,health,name,lives): super().__init__() self.health = health self.name = name self.lives = lives File Player.py from main import player class player(monster): def __init__(self,health,name,lives): super().__init__() self.health = health self.name = name self.lives = lives File Player.py from main import player class player(monster): def __init__(self,health,name,lives): super().__init__(self,health,name,lives): super().__init__(self,

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