The purpose of this assignment is to encourage getting an early start with Unicon. With that in mind, all you need to do to earn three points is to implement a simple Unicon class of your own design and supply a test program to accompany it.

The class should have at least one attribute and at least one method. It must have an initially clause with a parameter(s). Supply a main routine that exercises the class.

Call the program myclass.icn and use 451_x3 for a turnin tag:

```
% turnin 451_x3 myclass.icn
```

Example:

```
% cat myclass.icn
class Eater(limit, n)
    method eat()
        if (n +:= 1) = limit then {
            write("Burp!")
            n := 0
        }
    end
    initially(limit)
        self.limit := limit
        n := 0
end

procedure main()
    e := Eater(5)
    every 1 to 12 do
        e.eat()
end
```

```
% unicon myclass.icn
Parsing myclass.icn: ..
...more...
% myclass
Burp!
Burp!
%