

NAME :

Soap bubbles start at a certain location (x, y, z) , at a give radius r . Each second the location shifts a little at random and also the radius r varies randomly. The bubble pops when it hits the ground (that is $z \leq 0$) or after t seconds.

Inheriting from `Thread`, write a class `Bubble` to simulate the life cycle of a soap bubble as described above. After sleeping 1 second, each bubble prints all its data attributes.