

Lab 7.04 - `Pokemon` Child Classes ## Overview Given the following [example], practice using inheritance to create specific child classes for different types of `Pokemon`. #### Create the three child classes below ##### 1. Water Type * When attacking a fire type, the attack is more effective * When attacking a grass type the effect is less effective * When `growl` is called print out `Splish Splash` ##### 2. Fire Type * When attacking a water type, the attack is less effective * When attacking a grass type the effect is more effective * When `growl` is called print out "Fire Fire" ##### 3. Grass Type * When attacking a water type, the attack is more effective * When attacking a fire type the effect is less effective * When `growl` is called print out "Cheep Cheep"

****Note****: In order to check what type an object is you can use `isinstance` which takes in an object, a class and returns a Boolean if the object is the type of the inputted class. #### Example Code ```python my_pet = Pet() isinstance(my_pet, Pet) # returns true isinstance(my_pet, Dog) # returns false ``` [example]: https://teals-introcs.gitbooks.io/2nd-semester-introduction-to-computer-science-pri/content/units/7_unit/04_lesson/example.py