

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

```
my_pet = Pet()
isinstance(my_pet, Pet) # returns true
isinstance(my_pet, Dog) # returns false
```