

In [12]:

```

1  class Pokemon:
2
3      def __init__(self, p):
4          self.pokemon = p
5          self.pokemon_type = "Needs to be set"
6          self.pokemon_weakness = "Needs to be set"
7      def kind(self):
8          return self.pokemon_type
9      def weakness(self):
10         return self.pokemon_weakness
11     def what_am_i(self):
12         print("I am a Pokemon.")
13 class Pikachu(Pokemon):
14     def __init__(self,p="Pikachu"):
15         super().__init__(p)
16         self.pokemon_type = "Electric"
17         self.pokemon_weakness = "Ground"
18     def what_am_i(self):
19         super().what_am_i()
20         print("I am Pikachu.")
21 class Charmander(Pokemon):
22     def __init__(self,p="Charmander"):
23         super().__init__(p)
24         self.pokemon_type = "Fire"
25         self.pokemon_weakness = "Water, Ground and rock"
26     def what_am_i(self):
27         super().what_am_i()
28         print("I am Charmander.")
29
30 pk1 = Pikachu()
31 print("Pokemon:", pk1.pokemon)
32 print("Type:", pk1.kind())
33 print("Weakness:", pk1.weakness())
34 pk1.what_am_i()
35 print("=====")
36 c1 = Charmander()
37 print("Pokemon:", c1.pokemon)
38 print("Type:", c1.kind())
39 print("Weakness:", c1.weakness())
40 c1.what_am_i()

```

```

Pokemon: Pikachu
Type: Electric
Weakness: Ground
I am a Pokemon.
I am Pikachu.
=====
Pokemon: Charmander
Type: Fire
Weakness: Water, Ground and rock
I am a Pokemon.
I am Charmander.

```

In [ ]:

1

