Class Vehicle():

Def \_\_init\_\_(self, weight):

Print('Vehicle class created')

Self.weight = weight

Self.number\_wheels = 4

Def \_mytype(self):

Print('Type Vehicle')

Vehicle = Vehicle(1000)

Vehicle.\_mytype()

Class Car(Vehicle):

Def \_\_init\_\_(self,weight):

Vehicle.\_\_init\_\_(self, weight)

Print('\nCar class created')

Self.number\_doors = 2

Def car\_name(self):

Print('bugatti')

Def \_mytype(self):

Print('Type Car')

Car = Car(800)

Car.car\_name()

Car.\_mytype()

Print(car.number\_wheels, car.number\_doors)

Class Terminator(Vehicle):

Def \_\_init\_\_(self,weight):

Vehicle.\_\_init\_\_(self, weight)

Print('\nTerminator class created')

Self.number\_doors = 0

Def robot\_name(self):

Print('R2D2')

Def \_mytype(self):

Print('Type Terminator')

Terminator = Terminator(10000)

Terminator.robot\_name()

Terminator.\_mytype()

Print(Terminator.number\_wheels, Terminator.number\_doors)

Class ATV(Vehicle):

Def \_\_init\_\_(self,weight):

Vehicle.\_\_init\_\_(self, weight)

Print('\nATV class created')

Self.number\_doors = 0

Def atv\_name(self):

Print('dude')

Def \_mytype(self):

Print('Type ATV')

Atv = ATV(100)

Atv.atv\_name()

Atv.\_mytype()

Print(atv.number\_wheels, atv.number\_doors)