

# Creating computer programs in Python



Beginner level

Materials prepared by the department  
of methodological development department



# Improved “Duel” game

```
class Car(Transport):
```

Class inheritance.

```
def __init__(self, speed, color):  
    super().__init__(speed, color)
```

Calling the parent constructor.

```
porsche = Car()
```

Creating an instance (object) of a class.

```
enemy.health
```

Getting the health enemy object property.

//

The operator of division without remainder.

**while True:**

Endless Loop.