

Class volta:

-attributes :

*class attributes:

-health:default=100

-energy:default=500

-spells for volta [key=name of spell][char that indicate that it is the spell is for volta or common spell, power of the spell]

*Instant attributes:

-no1:to save the key of dic spell

-methods

-default constructor

-set_energy to set the new value of the energy after each battle.

-get_energy to return the energy.

Class Harry:

-attributes :

*class attributes:

-health:default=100

-energy:default=500

-spells for Harry [key=name of spell][char that indicate that it is the spell is for volta or common spell, power of the spell]

*Instant attributes:

-no1:to save the key of dic spell

-methods

-default constructor

-set_energy to set the new value of the energy after each battle.

-get_energy to return the energy.

While the health of Harry or volta is not =0

Get the spell of Harry and volta as an input

Set senergy fir harry and volta by methods set_energy and get_energy

Print the new energy which affected by the power of the spell.

When the spell="sheild " then the health and the energy doesn't affected.and there is an if condition cause you can only use the shield for 3 times only it continue to the loop

Then the health is affected by the weakest spell by the difference between the power of two spells

Then print the health of each.

