Algorithm

1. Read the file of the spills and add the spills to two dictionaries.
2. Create two dictionaries for Harry's spells and Voldemort's spells.
3. Create a class called wizard as a parent class that has the attributes (Health, Energy and Number of shields remained)
4. Create two child classes one for Harry and the other for Voldemort. Each one to specify the attributes from the parent class.
5. Create a class called Fight that inherit from Harry class and Voldemort class and has 4 methods (attack, defend, display_fight and end_fight)
   a. Attack method is to compare between the energy of the wizard and the power of the spell he says.
   b. Defend method is to count the number of shields used by each wizard and to determine the damage and the health of each wizard.
   c. Display_fight method is to display the health and the energy of each wizard after each attack.
   d. End_fight method is to compare between the health of each wizard after the attack to determine who wins.
6. Create an infinite loop using while to take spells from each wizard at each attack and calling display_fight to display the health and the energy of each wizard after each attack and calling end_fight to determine who wins at the end of the fight.