```
class Alient(object):
  111111
  def __init__(self, name, color):
    """ name is a string made of two small letters, color is "blue", "yellow" or "red" """
    assert (type(name) == str and len(name)==2 and name[0] in
"abcdefghijklmnopqrstuvwxyz" and
    name[1] in "abcdefghijklmnopqrstuvwxyz" and
    ((color)=="blue" or color=="yellow" or color=="red")), "This in not an alient data"
    self.name = name
    self.color = color
  def get_name(self):
    return str(self.name)
  def get_color(self):
    return str(self.color)
  def set_name(self,newname):
    self.name=newname
  def set_color(self,newcolor):
    self.color=newcolor
  def __str__(self):
    return ( "alient:"+str(self.name)+":"+str(self.color))
  def __add__(self, other):
    if type(other)==SuperAlient: # If other is a SuperAlient
      return SuperAlient(self.name,self.color)+Alient(other.name,other.color)
```

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else:
      addname=self.name[0]+other.name[0]
      if (self.color=="blue" and other.color=="yellow") or (self.color=="yellow" and
other.color=="blue"):
        addcolor="red"
      elif (self.color=="blue" and other.color=="red") or (self.color=="red" and
other.color=="blue"):
        addcolor="yellow"
      elif (self.color=="yellow" and other.color=="red") or (self.color=="red" and
other.color=="yellow"):
        addcolor="blue"
      else:
        addcolor=self.color
      return Alient(addname,addcolor)
class SuperAlient(Alient):
  def __init__(self,name,color):
    Alient.__init__(self,name,color)
    self.degree="Lord"
  def __add__(self,other):
    addname=self.name[0]+other.name[0]
    if (self.color=="blue" and other.color=="yellow") or (self.color=="yellow" and
other.color=="blue"):
      addcolor="red"
    elif (self.color=="blue" and other.color=="red") or (self.color=="red" and
other.color=="blue"):
      addcolor="yellow"
    elif (self.color=="yellow" and other.color=="red") or (self.color=="red" and
other.color=="yellow"):
      addcolor="blue"
    else:
```

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addcolor=self.color
    return SuperAlient(addname,addcolor)
  def __str__(self):
    return ( "Super alient:"+str(self.name)+":"+str(self.color)+":"+str(self.degree))
#2a
# class SuperAlient(Alient):
  def __init__(self,name,color):
      Alient.__init__(self,name,color)
#
      self.degree="Lord"
#
   def __add__(self,other):
#
      """ merging two alients """
#
#
#
      addname=self.name[0]+other.name[0]
      if (self.color=="blue" and other.color=="yellow") or (self.color=="yellow" and
other.color=="blue"):
        addcolor="red"
#
      elif (self.color=="blue" and other.color=="red") or (self.color=="red" and
other.color=="blue"):
#
        addcolor="yellow"
      elif (self.color=="yellow" and other.color=="red") or (self.color=="red" and
#
other.color=="yellow"):
        addcolor="blue"
#
#
      else:
#
        addcolor=self.color
#
      return SuperAlient(addname,addcolor)
#
   def __str__(self):
#
      return ( "Super alient:"+str(self.name)+":"+str(self.color)+":"+str(self.degree))
#
#2b
# class SuperAlient(Alient):
# def __init__(self,name,color):
```

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#
      Alient.__init__(self,name,color)
#
      self.degree="Lord"
#
   def __add__(self,other):
      """ merging two alients """
#
#
      assert (type(self)==SuperAlient and type(other)==SuperAlient)
#
      addname=self.name[0]+other.name[0]
      if (self.color=="blue" and other.color=="yellow") or (self.color=="yellow" and
other.color=="blue"):
#
        addcolor="red"
      elif (self.color=="blue" and other.color=="red") or (self.color=="red" and
#
other.color=="blue"):
#
        addcolor="yellow"
#
      elif (self.color=="yellow" and other.color=="red") or (self.color=="red" and
other.color=="yellow"):
#
        addcolor="blue"
#
      else:
#
        addcolor=self.color
#
      return SuperAlient(addname,addcolor)
#
  def __str__(self):
#
      return ( "Super alient:"+str(self.name)+":"+str(self.color)+":"+str(self.degree))
#
# a=Alient("xc","yellow")
# b=SuperAlient("ab","red")
# print(a+b)
# print(b+a)
# c=SuperAlient("xc","yellow")
# print (b+c)
```