

## Week 3: Inheritance 2

1. What are the parent and child classes here?  
The parent class is `Spell` and the child classes are `Accio` and `Confundo`.
2. What are the base and sub-classes?  
The base class is `Spell` and the subclasses are `Accio` and `Confundo`.
3. What is the output from this code? Try without running if you can  
`Accio`  
`Summoning Charm Accio`  
`No description`  
`Confundus Charm Confundo`  
`Causes the victim to become confused and befuddled.`
4. When `study_spell(Confundo())` executes...what `get_description` method gets called and why?  
The `get_description()` method defined in the `Confundo` class since the object is created as a member of that class and the `Confundo` class overrides the base class method.
5. The statement `print Accio()` needs to print "This charm summons an object to the caster, potentially over a significant distance"? Write down the code that we need to add and/or change.  
For the `Accio` class definition, include this override for the `__str__()` method:

```
def __str__(self):  
    return 'This charm summons an object to the caster, ' + \  
        'potentially over a significant distance'
```

### GitHub Link:

<https://github.com/Maryville-SWDV-630/ip-3-PJohnson9>