Kurtis Henry….

class Spell:

def \_\_init\_\_(self, incantation, name):

self.name = name

self.incantation = incantation

def \_\_str\_\_(self):

return self.name + ’ ’ + self.incantation + ’\n’ + self.get\_description()

def get\_description(self):

return ’No description’

def execute(self):

print self.incantation

class Accio(Spell):

def \_\_init\_\_(self):

Spell.\_\_init\_\_(self, ’Accio’, ’Summoning Charm’)

class Confundo(Spell):

def \_\_init\_\_(self):

Spell.\_\_init\_\_(self, ’Confundo’, ’Confundus Charm’)

def get\_description(self):

return ’Causes the victim to become confused and befuddled.’

def study\_spell(spell):

print spell

spell = Accio()

spell.execute()

study\_spell(spell)

study\_spell(Confundo())

1. What are the parent and child classes here?

Parent class: Spell

Child Classes: Acio & Confundo

2. What are the base and sub-classes?

base class: Spell

sub-classes: Acio & Confundo

3. What is the output from this code? Try without running if you can:

Summoning Charm

Accio Summoning Charm

No description

Summoning Charm

Confundo Confundus Charm

Causes the victim to become confused and befuddled

4. When study\_spell(Confundo()) executes...what get\_description method gets called and why? def get\_description(self):

Answer:

’Causes the victim to become confused and befuddled.’ because study\_spell is using the Confundo class as an object.

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.

Answer:

class Accio(Spell):

def \_\_init\_\_(self):

Spell.\_\_init\_\_(self, ’Accio’, ’Summoning Charm’)

def new\_description (self):

return "This charm summons an object to the caster, potentially over a significant distance"

spell = Accio()

spell.new\_description()