

Classes:

- **Wizard:**

This class contain the common features between the two wizards like the health, energy, common spells and the shield limit and there is also a Boolean that tells if the wizard is dead of alive.

- **Harry and Voldemort:**

This is the two classes inherit from the wizard class but adds the extra spells for each wizard.

Functions:

- **Energy shield dec(self, spell):**

this function takes one argument which is the name of the spell to search in the dictionary for the power of the spell then it decreases that power from the total energy and it also decreases the shield. if the power of the spell is greater than the energy left then it well return -1 for(can't execute this spell). But normally it returns the power of the spell to be an argument to the next function. Also this function sets the isdead Boolean to true if the energy is 0.

- **Health dec(self, high e, low e):**

this function takes two argument the first is the spell casted by one wizard(harry or voldemort) with the higher power and the second is the opposite of the first. Then it takes the difference between the two arguments and subtract it from the total health of the wizard. If the health is bigger than the damage it normally subtract but if it was smaller it makes the health = 0 and the final case if the lower spell in power is equal to -1 it makes the wizard who casted this spell takes full damage from the spell casted by the other wizard also sets is dead to true if health = 0.

- **Show health(self):, show energy(self): and isdead(self):**

these 3 functions are just to get the health and the energy of the wizard and isdead return the Boolean to the main script.

Main:

There is just a while loop to check If any of theam died when it breaks it goes to the if statements below to see who died but they can both lose if they both ran out of energy.