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Exercise: spell

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Exercise: spell

9.0/9 points (graded)

ESTIMATED TIME TO COMPLETE: 12 minutes

Consider the following code:

```
class Spell(object):
    def __init__(self, incantation, name):
        self.name = name
        self.incantation = incantation

    def __str__(self):
        return self.name + ' ' + self.incantation + '\n' + self.getDescription()

    def getDescription(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 getDescription(self):
        return 'Causes the victim to become confused and befuddled.'

def studySpell(spell):
    print(spell)

spell = Accio()
spell.execute()
studySpell(spell)
studySpell(Confundo())
```

1. What are the parent class(es)? Note that the term "parent class" is interchangeable with the term "superclass".

☒ Spell

☐ Accio

☐ Confundo



2. What are the child class(es)? Note that the term "child class" is interchangeable with the term "subclass".

☐ Spell

☒ Accio

☒ Confundo



3. What does the code print out? Try figuring it out in your head before you try running it in Python.

Hint: This code prints out 5 lines. Enter each line that is printed out in its own box, in sequential order.

1.

Accio

✓
2.

Summoning Charm Accio

✓
3.

No description

✓
4.

Confundus Charm Confundo

✓
5.

Causes the victim to become confused and befuddled.

✓

4. Which `getDescription` method is called when `studySpell(Confundo())` is executed?

- ☐ The `getDescription` method defined within the `Spell` class
- ☐ The `getDescription` method defined within the `Accio` class
- ☒ The `getDescription` method defined within the `Confundo` class



5. How do we need to modify `Accio` so that `print(Accio())` will print the following description?

Summoning Charm Accio
This charm summons an object to the caster, potentially over a significant distance.

```
1 class Accio(Spell):
2     def __init__(self):
3         Spell.__init__(self, 'Accio', 'Summoning Charm')
4
5     def getDescription(self):
6         return 'This charm summons an object to the caster, potentially over a significant distance.'
7
```

Press ESC then TAB or click outside of the code editor to exit

Correct

Test results

CORRECT

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