Inheritance

- Create an example of hierarchical inheritance with 1 parent class and 2 child classes. In the parent class there are at least 3 attributes and in each child class there is at least 1 additional attribute. Create the diagram class

Character

- Nama : String
- Health : int
- Strength : int

+ getName(): String
+ setName(name: String)
+ getHealth(): int
+ setHealth(health: int)
+ setStrength(): int
+ attack()
+ display_info

Hero

- Special_power_hero: String
- mana_Hero: int

+ getSpecialPower(): String
+ setSpecialPower(sp: String)
+ getAllies(): List<String>
+ setAllies(allies: List<String>)
+ call_allies()
+ use_special_hero_power(): void
+ display_info()

Villain

- special_power_evil; String
- mana_Villain: int
- evil_plan: String

+ getEvilPlan(): String
+ setEvilPlan(ep: String): void
+ getSpecialEvilPower(): String
+ setSpecialEvilPower(spe: String)
+ summon_Minions(): void
+ use_special_hero_power(): void
+ execute_evil_plan(): void
+ display_info(): void