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65090500406
                             Github: SuperDoggez
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                       All tests passed
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                       Points 10/10
                                                                                                 🥌 SuperDoggez Update Prob1.py 🗸
      🙉 2 contributors 🖳 🐇
                                                                                                                      43 lines (26 sloc) | 884 Bytes
          class Item:
    def __init__(self,hitPower):
        self.hitPower =hitPower
           class GamePeice:
                def fight(self):
    return "fight with {} Hit Power is {} ".format(self.item.__class__.__name__,self.item.hitPower)
          class Sword(Item):
    def __init__(self,hitPower,length):
        super().__init__(hitPower)
        self.length = length
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           class Fist(Item):
          class Human(GamePeice):
                def __init__(self,height):
    self.height = height
    self.item = Fist(3.0)
           class Swordman(Human):
                      __init__(self,height,swardHitPower,length):
super().__init__(height)
self.item = Sword(swardHitPower, length)
           def Problem1():
    aMan = Human(180)
    msgMan = aMan.fight()
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                aSwordMan = Swordman(170,213,1.0)
msgSwordMan = aSwordMan.fight()
return [msgMan, msgSwordMan]
```