```
# Parent class 1
class Animal:
    def speak(self):
        return "Generic animal sound"

# Parent class 2
class Bird:
    def fly(self):
        return "Flapping wings"

# Child class inheriting from both Animal and Bird
class Parrot(Animal, Bird):
    def speak(self):
        return "Polly wants a cracker!"

    def fly(self):
        return "Soaring through the sky"

# Child class inheriting from Animal and Bird with additional method
class Penguin(Animal, Bird):
    def swim(self):
        return "Swimming gracefully"

# Child class inheriting from both Parrot and Penguin
class MutantBird(Parrot, Penguin):
    pass

# Usage example
parrot = Parrot()
penguin = Penguin()
mutant_bird = MutantBird()

# Methods from Parrot
print("Parrot:")
print(parrot.speak())  # Overrides Animal's speak
print(parrot.fly())    # Overrides Bird's fly

# Methods from Penguin
print("\nPenguin:")
print(penguin.speak())  # Overrides Animal's speak
print(penguin.fly())    # Overrides Bird's fly
print(penguin.swim())   # Additional method

# Methods from MutantBird
print("\nMutantBird:")
print(mutant_bird.speak())  # Inherits Parrot's speak
print(mutant_bird.fly())    # Inherits Parrot's fly
print(mutant_bird.swim())   # Inherits Penguin's swim
```

```
Parrot:
Polly wants a cracker!
Soaring through the sky

Penguin:
Generic animal sound
Flapping wings
Swimming gracefully

MutantBird:
Polly wants a cracker!
Soaring through the sky
Swimming gracefully
```