

Object-Oriented Programming: Inheritance

Assignment 1: Creating Person and Superhero Classes

- Create a class named `Person` that represents a human being.
- Include the following properties:
 - `name` (string)
 - `height` (integer)
 - `weight` (integer)
 - `dateOfBirth` (date)
 - method to get name (`getName()`)
 - and more
- Create a class named `Superhero` that inherits from the `Person` class.
- Include additional properties specific to superheroes, such as:
 - `superpower` (string)
 - `costumeColor` (string)
 - override `getName()` to not reveal the real name of a superhero.

Assignment 2: Creating Vehicle Classes

- Create a base class named `Vehicle` with properties like `type` (string), `color` (string), and `year` (integer).
- Create subclasses `Car` and `Plane` that inherit from `Vehicle`.
- Add specific properties to each subclass (e.g., `numWheels` for `Car`, `maxAltitude` for `Plane`).
- Create a `SuperheroVehicle` class that inherits from either `Car` or `Plane` and has additional properties like `specialFeatures` (array).

Assignment 3: Creating Objects from the classes

- Create a couple super heros, and make sure they have a vehicle

Assignment 4: Extra

- Try to improve whatever you can in the previous tasks.