# Lab 7.04 - Pokemon Child Classes

## Overview

Given the following [example](https://teals-introcs.gitbooks.io/2nd-semester-introduction-to-computer-science-pri/content/units/7_unit/04_lesson/example.py), practice using inheritance to create specific child classes for different types of Pokemon.

### Create the three child classes below

#### 1. Water Type

* When attacking a fire type, the attack is more effective
* When attacking a grass type the effect is less effective
* When growl is called print out “Splish Splosh”

#### 2. Fire Type

* When attacking a water type, the attack is less effective
* When attacking a grass type the effect is more effective
* When growl is called print out “Fire Fire”

#### 3. Grass Type

* When attacking a water type, the attack is more effective
* When attacking a fire type the effect is less effective
* When growl is called print out “Cheep Cheep”

**Note**: In order to check what type an object is you can use isinstance which takes in an object, a class and returns a boolean if the object is the type of the inputted class.

### Example Code

my\_pet = Pet()  
isinstance(my\_pet, Pet) # returns true  
isinstance(my\_pet, Dog) # returns false