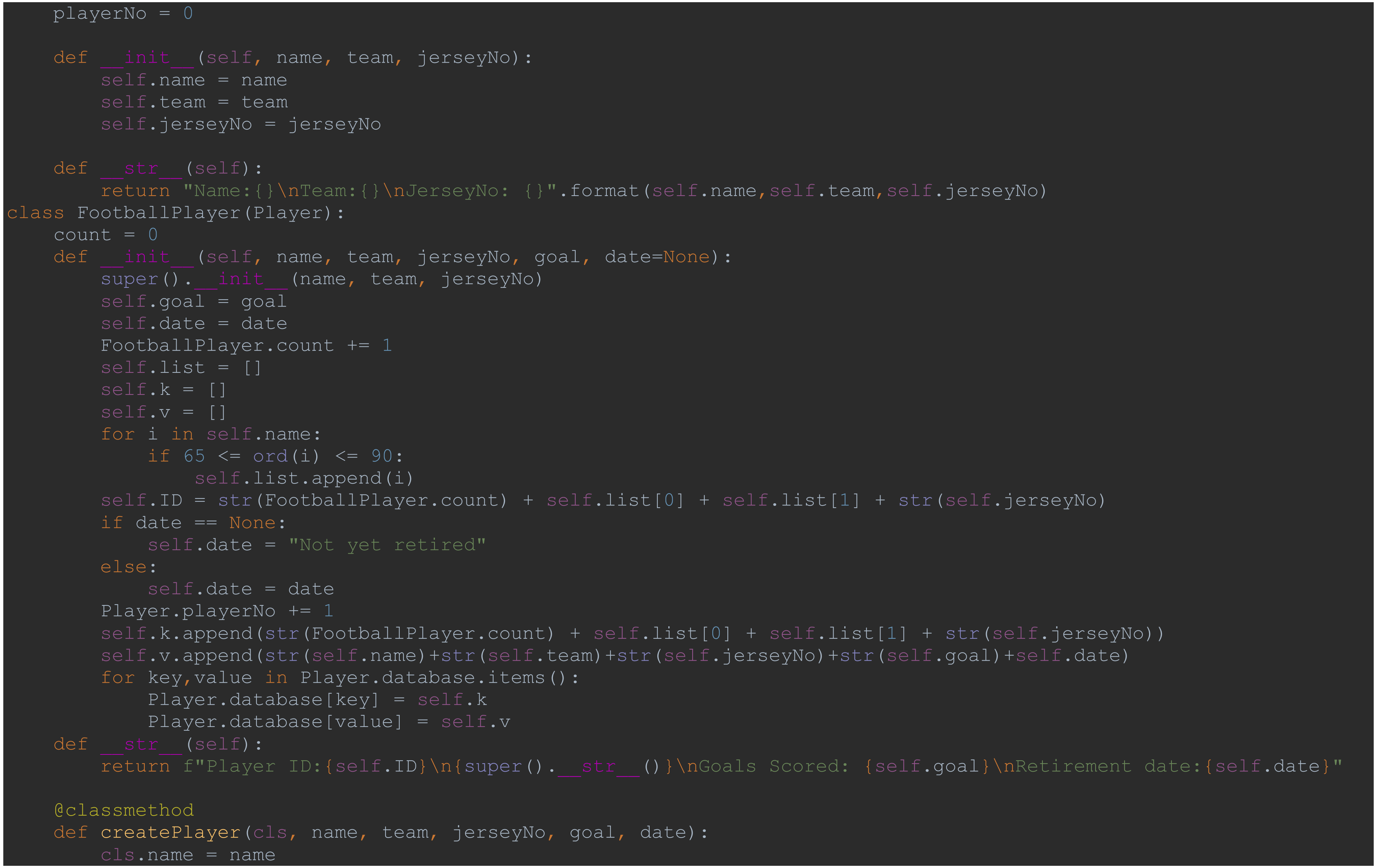
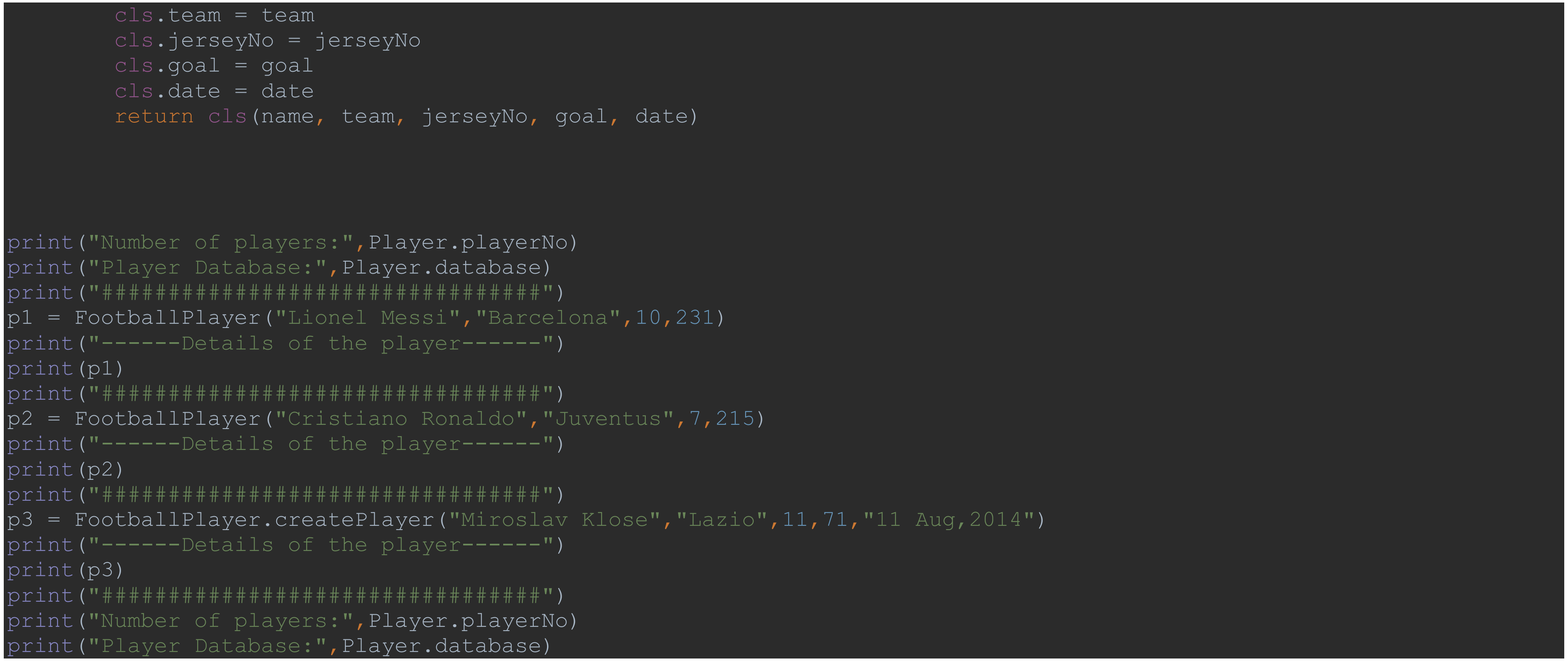
```python
class Dessert:
    def __init__(self, name):
        self.name = name
        self.type = 'dessert'

    def review(self):
        print('Dessert Review:', self.name)

class Cheesecake(Dessert):
    def __init__(self,name,chr):
        super().__init__(name)
        self.chr = chr
    def review(self):
        print('Dessert Review:', self.name,'\nIt is a ',self.chr,' enough to improve your mood!')
class Red_velvet(Dessert):
    def __init__(self,name):
        super().__init__(name)
    def review(self):
        print('Dessert Review:', self.name,'\nIt is a ',self.type,' which has an acidic taste from the use of buttermilk and vinegar')





# Write your code here
d1 = Cheesecake('Oreo Cheesecake', 'sweet and dense dessert')
d2 = Red_velvet('Red Velvet cake')
d1.review()
print('=========================')
d2.review()
print('=========================')
```

```python
class Player:
    database = {}
```



```python
    playerNo = 0

    def __init__(self, name, team, jerseyNo):
        self.name = name
        self.team = team
        self.jerseyNo = jerseyNo

    def __str__(self):
        return "Name:{}\nTeam:{}\nJerseyNo: {}".format(self.name,self.team,self.jerseyNo)
class FootballPlayer(Player):
    count = 0
    def __init__(self, name, team, jerseyNo, goal, date=None):
        super().__init__(name, team, jerseyNo)
        self.goal = goal
        self.date = date
        FootballPlayer.count += 1
        self.list = []
        self.k = []
        self.v = []
        for i in self.name:
            if 65 <= ord(i) <= 90:
                self.list.append(i)
        self.ID = str(FootballPlayer.count) + self.list[0] + self.list[1] + str(self.jerseyNo)
        if date == None:
            self.date = "Not yet retired"
        else:
            self.date = date
        Player.playerNo += 1
        self.k.append(str(FootballPlayer.count) + self.list[0] + self.list[1] + str(self.jerseyNo))
        self.v.append(str(self.name)+str(self.team)+str(self.jerseyNo)+str(self.goal)+self.date)
        for key,value in Player.database.items():
            Player.database[key] = self.k
            Player.database[value] = self.v
    def __str__(self):
        return f"Player ID:{self.ID}\n{super().__str__()}\nGoals Scored: {self.goal}\nRetirement date:{self.date}"

    @classmethod
    def createPlayer(cls, name, team, jerseyNo, goal, date):
        cls.name = name
```



```
        cls.team = team
        cls.jerseyNo = jerseyNo
        cls.goal = goal
        cls.date = date
        return cls(name, team, jerseyNo, goal, date)




print("Number of players:",Player.playerNo)
print("Player Database:",Player.database)
print("#################################")
p1 = FootballPlayer("Lionel Messi","Barcelona",10,231)
print("------Details of the player------")
print(p1)
print("#################################")
p2 = FootballPlayer("Cristiano Ronaldo","Juventus",7,215)
print("------Details of the player------")
print(p2)
print("#################################")
p3 = FootballPlayer.createPlayer("Miroslav Klose","Lazio",11,71,"11 Aug,2014")
print("------Details of the player------")
print(p3)
print("#################################")
print("Number of players:",Player.playerNo)
print("Player Database:",Player.database)
```