# Base class

class Superhero:

def \_\_init\_\_(self, name, power, strength):

self.name = name

self.power = power

self.\_\_strength = strength # Encapsulated attribute

def get\_strength(self):

return self.\_\_strength

def set\_strength(self, value):

if value >= 0:

self.\_\_strength = value

def show\_identity(self):

print(f"{self.name} uses {self.power} with strength level {self.\_\_strength}")

# Subclass

class FlyingHero(Superhero):

def \_\_init\_\_(self, name, power, strength, flight\_speed):

super().\_\_init\_\_(name, power, strength)

self.flight\_speed = flight\_speed

def fly(self):

print(f"{self.name} is flying at {self.flight\_speed} km/h!")

# Testing

hero1 = Superhero("Thunderbolt", "Electric Shock", 80)

hero1.show\_identity()

hero2 = FlyingHero("Skyblade", "Wind Slash", 90, 500)

hero2.show\_identity()

hero2.fly()