

ПРАКТИКА 3

Найдите ошибки и перепишите код. Расскажите: какой принцип или какая концепция нарушена в данном коде.

```
class Warrior:  
    damage: int  
    health: int  
    name: str
```

```
artes = Warrior()  
artes.damage = 10  
artes.health = 100  
artes.name = 'Artes'
```

```
class RailWayStation:
```

```
    def sell_ticket(self):  
        pass
```

```
class Cashier(RailWayStation):
```

```
    def sell_ticket(self):  
        return super().sell_ticket()
```

```
class RailWayStation:
```

```
    def sell_ticket(self):  
        pass
```

```
class Cashier(RailWayStation):
```

```
    def sell_ticket(self):  
        return super().sell_ticket()
```

ЗАДАЧА 3

```
class Warrior:
```

```
    def attack(self):  
        pass
```

```
class Archer:
```

```
    def attack(self):  
        pass
```

```
class Arena:
```

```
    def battle(self, w1, w2):  
        if isinstance(w1, Warrior) and isinstance(w2, Warrior):  
            pass  
        elif isinstance(w1, Warrior) and isinstance(w2, Archer):  
            pass  
        elif isinstance(w1, Archer) and isinstance(w2, Archer):  
            pass
```

```
import abc  
class Computer(abc.ABC):  
    pass
```

```
class Phone(abc.ABC):  
    pass
```

```
class Smartphone(abc.ABC):  
    pass
```

```
class Samsung(Smartphone):  
    pass
```

```
class User:  
    def save_user_to_db(self):  
        pass
```



```
class Permission:
```

```
    def get_permission(self, user):  
        if user == 'staff':  
            pass  
        elif user == 'simple':  
            pass  
        elif user == 'admin':  
            pass
```

КОНТРОЛЬНЫЕ ВОПРОСЫ