The Flexible and Fearful Adopters

(20 points possible)

Now that you have written the base class for the adopter types, we want to represent different personalities and traits. The next two types of adopters will be the `FlexibleAdopter` and the `FearfulAdopter`, and both will be subclasses of the base `Adopter` class.

The Flexible Adopter

The `FlexibleAdopter` varies from the regular `Adopter` because a `FlexibleAdopter` is able to specify more than one species that they are interested in, but will still have one preferred species. The `FlexibleAdopter` is a **subclass of the `Adopter` class**, and should inherit from it and only it. The `FlexibleAdopter`'s `__init__` method should look like the following:

```
__init__(self, name, desired_species, considered_species)
```

All of the inputs are the same as the `Adopter` class, *except* that `considered_species` is a **list of strings** of alternative species that the person is interested in adopting.

The `FlexibleAdopter`'s scoring method also differs from the `Adopter`'s scoring method. You should override the method so that a score calculated on a `FlexibleAdopter` will return a value that is the result of $adopter\_score + 0.3 * num\_other$ where:

- $adopter\_score$ is the value that the `Adopter` class's score method returns
- num_other is the number of animals the adoption center has of all the other considered species

Note that since `considered_species` is a list, you will have to iterate over the values to get the total number of considered pets that a specific adoption center has. The scoring method should take only one argument, the `AdoptionCenter` instance to calculate the score from.

Below, please write your implementation of the `FlexibleAdopter` class, including its `__init__` method and its `get_score(adoption_center)` method.

The Fearful Adopter

The `FearfulAdopter` varies from the regular `Adopter` because a `FearfulAdopter` is afraid of one certain species of animal. While they may visit an `AdoptionCenter` that houses one or more of the feared species, their enthusiasm to visit the `AdoptionCenter` is reduced. The `FearfulAdopter` is a **subclass of the `Adopter` class**, and should inherit from it and only it. The `FearfulAdopter`'s `__init__` method should look like the following:

```
__init__(self, name, desired_species, feared_species)
```

All of the inputs are the same as the `Adopter` class, *except* that `feared_species` is a **string** that is the name of the feared species.

The `FearfulAdopter`'s scoring method also differs from the `Adopter`'s scoring method. You should override the method so that a score calculated on a `FearfulAdopter` will return a value that is the result of $adopter\_score - 0.3 * num\_feared$ where:

- $adopter\_score$ is the value that the `Adopter` class's score method returns
- num_feared is the number of animals the adoption center has of the feared species

The scoring method should take only one argument, the `AdoptionCenter` instance to calculate the score from.

Below, please write your implementation of the `FearfulAdopter` class, including its `__init__` method and its `get_score(adoption_center)` method.

```
1 # Enter your code for the FlexibleAdopter and FearfulAdopter classes here
2
```

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