# Meet the Adopter

(10 points possible)
There are a few types of potential adopters. The base class of the adopters is simply called "Adopter", which you will write below. The Adopter class will contain information that will be shared among all types of adopters.

**Adopter Initialization**

The following information should be stored in an `Adopter` instance, and passed in as its initialization variables:

`__init__(self, name, desired_species)` :

- `name` - A string that represents the name of the adopter
- `desired_species` - A string that represents the desired species to adopt

**Adopter Methods**

The following methods should be implemented for the `Adopter` class

- `get_name()` - Returns the name of the adopter
- `get_desired_species()` - Returns the desired species of the adopter
- `get_score(adoption_center)` - Returns the score (details below)

**About Scoring**

Each `Adopter` class, and each `Adopter` subclass will have its own scoring methods. The minimum value that a score can be is 0, and there is no upper bound. The score method will take in an `adoption_center` as its argument, and will do some calculations to determine how good of a fit the specific adopter is to the specific adoption center.

For the base `Adopter` class, this score will be $1 * num\_desired$ where $num\_desired$ is the number of the adopter's desired species that the adoption center has.

```
1 # Enter your code for the Adopter class here
2
```

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