

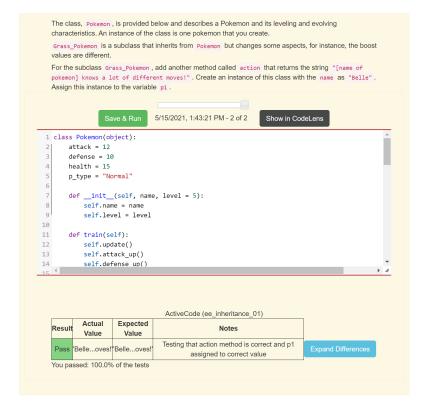
Due: 2019-02-04 15:14:00

Description: Assessment for the Inheritance lesson

Score: 0 of 3 = 0.0%

Questions

Not yet graded



Not yet graded

```
Modify the Grass_Pokemon subclass so that the attack strength for Grass_Pokemon instances does not
  change until they reach level 10. At level 10 and up, their attack strength should increase by the
  attack boost amount when they are trained.
  To test, create an instance of the class with the name as "Bulby". Assign the instance to the variable p2.
 Create another instance of the Grass_Pokemon class with the name set to "Pika" and assign that instance to the variable p3 . Then, use Grass_Pokemon methods to train the p3 Grass_Pokemon instance until it
                                      5/15/2021, 1:43:49 PM - 2 of 2
1 class Pokemon(object):
       defense = 10
       health = 15
       p_type = "Normal"
        def __init__(self, name, level = 5):
             self.name = name
self.level = level
             self.update()
             self.attack_up()
             self.defense up()
                                          ActiveCode (ee_inheritance_02)
            Actual
                        Expected
  Result
            Value
            okem...el
                        'Pokem...el:
                                         Testing that p2 is assigned to correct value.
              5'
                                       Testing that attack value is assigned to correct
             True
                          True
                                                      value at level 10.
  You passed: 100.0% of the tests
```

Along with the Pokemon parent class, we have also provided several subclasses. Write another method in the parent class that will be inherited by the subclasses. Call it opponent . It should return which type of pokemon the current type is weak and strong against, as a tuple. Grass is weak against Fire and strong against Water • Ghost is weak against Dark and strong against Psychic • Fire is weak against Water and strong against Grass • Flying is weak against Electric and strong against Fighting For example, if the p_type of the subclass is 'Grass', .opponent() should return the tuple ('Fire', 'Water') Show in CodeLens Save & Run 5/15/2021, 1:44:19 PM - 2 of 2 1 class Pokemon(): attack = 12 defense = 10 health = 15 p_type = "Normal" def __init__(self, name,level = 5): self.name = name self.level = level
self.weak = "Normal" 10 self.strong = "Normal" 11 13 def train(self): self.update() 14 ActiveCode (ee_inheritance_05) Actual Expected Result Notes Value Value Testing that Grass weak and strong are assigned ('Fir...ter') ('Fir...ter') to correct values. Testing that Fire weak and strong are assigned to ('Wat...ass') ('Wat...ass') correct values. Testing that Ghost weak and strong are assigned ('Dar...hic') ('Dar...hic') to correct values. Testing that Flying weak and strong are assigned ('Ele...ing') ('Ele...ing') to correct values. You passed: 100.0% of the tests Score Me

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