



22.5. Tamagotchi Revisited

Using what we know about class inheritance, we can make a new version of the Tamagotchi game, where you can adopt different types of pets that are slightly different from one another.

And now we can play the Tamagotchi game with some small changes, such that we can adopt different types of pets.

Save & Run

Original - 1 of 1

Show in CodeLens

```
1 import sys
2 sys.setExecutionLimit(60000)
3 from random import randrange
4
5 class Pet(object):
6     boredom_decrement = 4
7     hunger_decrement = 6
8     boredom_threshold = 5
9     hunger_threshold = 10
10    sounds = ['Mrp']
11    def __init__(self, name = "Kitty"):
12        self.name = name
13        self.hunger = randrange(self.hunger_threshold)
14        self.boredom = randrange(self.boredom_threshold)
15        self.sounds = self.sounds[:] # copy the class attribute, so that when we
```

Exiting...

Activity: 1 -- ActiveCode (tamagotchi_revisited)

You have attempted 2 of 1 activities on this page

✓ Completed. Well Done!

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