מה ירושה ?
מה המחלקה של כל האובייקטים יורשים ממנה ?

We are going to build a program that have 4 sub classes and one super class
The program going to ask the user to enter a data unit GB MB KB BYTE BIT and the amount
The program must to calculate the bites in this unit
1 byte = 8 bits
1 kb = 1024 bytes
1 mb = 1024 kb
1 gb = 1024 mb
Implement a new class called MyBIt
That have one have one function called calc_bit(bits_amount)
This function receives a number that the user entered and will calc how many bits there are
(1bit = 1bit)
Implement 4 functions that inherit from the superclass MyBit -> Gb,Mb,Kb,Byte
Override the calc_bit method and make it returns the right bits

In the main build a a system that asks the user to enter anumber and a unit
If the users enters 4 and Bytes
Build a new object from the class bytes and print the calc_bit value
If the users enters 4 and Gb
Build a new object from the class Gb and print the calc_bit value
If the users enters 4 and Mb
Build a new object from the class Mb and print the calc_bit value
If the users enters 4 and Bytes
Build a new object from the class Kb and print the calc_bit value

Etgar ** in a new file called history.txt save the user input and the output of the program
Etgar 2 ** print every input in a new line