

Animal is-a object (yes, sort of confusing) Look at the extra credit

```
class Animal(object):
```

```
    pass
```

```
    ## class
```

```
class Dog(Animal):
```

```
    def __init__(self, name):
```

```
        ## class
```

```
        self.name = name
```

```
    ## class
```

```
class Cat(Animal):
```

```
    def __init__(self, name):
```

```
        ## class
```

```
        self.name = name
```

```
    ## class
```

```
class Person(object):
```

```
    def __init__(self, name):
```

```
        ## class?
```

```
        self.name = name
```

```
## Person has-a pet of some kind
```

```
self.pet = None
```

```
## ??
```

```
class Employee(Person):
```

```
    def __init__(self, name, salary):
```

```
        ## ?? has something do do with running an __init__ method as a parent class
```

```
        super(Employee, self).__init__(name)
```

```
        ## Not sure
```

```
        self.salary = salary
```

```
## class
```

```
class Fish(object):
```

```
    pass
```

```
## class
```

```
class Salmon(Fish):
```

```
    pass
```

```
## class
```

```
class Halibut(Fish):
```

```
    pass
```

```
## rover is-a Dog
```

```
rover = Dog("Rover")
```

```
## object
```

```
satan = Cat("Satan")
```

```
## object
```

```
mary = Person("Mary")
```

```
## object
```

```
mary.pet = satan
```

```
## object
```

```
frank = Employee("Frank", 120000)
```

```
## object
```

```
frank.pet = rover
```

```
## object
```

```
flipper = Fish()
```

```
## object
```

```
crouse = Salmon()
```

```
## object
```

```
harry = Halibut()
```