CIS 30A Programming Assignment 3

You can use any resources in the Canvas and your textbook but do not Google or use Chegg or any other internet resources. Do not discuss programming assignment questions with anyone including your classmates. If you have any questions about the programming assignment, contact your instructor. Do not discuss programming assignment questions in Discussion Board.

<mark>Please submit your work to Canvas by 11:59 PM 12/11/2022. Be sure to submit your work using Python IDLE and must be submitted in .py file.</mark>

<u>NO LATE ASSIGNMENT WILL BE ACCEPTED.</u>

Please sign below in pdf file and submit it with your programming Assignment 3.

"I affirm that I will not give or receive any unauthorized help on this exam, and that all work will be my own."

Signature _____

1

(20 points) Q1. Create a class call Bank_Account that has following functions and produce output with user entered value.

1. __init__
2. deposit
3. withdraw
4. display

Create objects to show deposit, withdraw and display as following.

Output:

Hello!!! Welcome to the Deposit & Withdrawal Machine
Enter amount to be Deposited: 100

 Amount Deposited: 100.0
Enter amount to be Withdrawn: 20

 You Withdrew: 20.0
 Net Available Balance= 80.0

(15 points) Q2. Make a class called Restaurant. The __init__() method for Restaurant should store two attributes: a restaurant_name and a cuisine_type. Make a method called describe_restaurant() that prints these two pieces of information, and a method called open_restaurant() that prints a message indicating that the restaurant is open.
Make an instance called restaurant from your class. Print the two attributes individually, and then call both methods.

Output:
```
The Mean Queen
pizza

The Mean Queen serves wonderful pizza.

The Mean Queen is open. Come on in!
```

(15 points) Q3. An ice cream stand is a specific kind of restaurant. Write a class called IceCreamStand that inherits from the Restaurant class you wrote in Q2. Add an attribute called flavors that stores a list of ice cream flavors. Write a method that displays these flavors. Create an instance of IceCreamStand, and call this method.

Output:

```
The Big One serves wonderful ice_cream.

We have the following flavors available:
- Vanilla
- Chocolate
- Black Cherry
```