STSCI 4060 Pop Quiz 2 Solutions

(2/27/2019)

Name _____

In the class we learned how to create and use a class in Python with the following example:

```
class Fruit:
    def __init__(self, name, edible):
        self.upper = name.upper()
        self.edible = edible
    def display(self):
        print '*' * 50
        print 'Fruit name (upper case): %s.' % self.upper
        if self.edible:
            print "It's edible."
        else:
            print "It's not edible."
    def accounting(self):
        quantity=input('How many %sS do you want? ' % self.upper)
        price=input('What is the price? ')
        amount=quantity*price
        print "Please pay $" + str(amount) + '.'
a=raw_input('Enter a fruit name: ')
b=input('Is it edible? Enter "1" or "True" if edible; otherwise, "0" or "False: ')
fruitObj = Fruit(a, b)
fruitObj.display()
if b:
    fruitObj.accounting()
```

Modify above code by adding a new method called **accounting()** to the Fruit class definition to handle the number of fruit to buy, the price and the amount to pay and by adding other necessary statements, so that your new Python program can produce the following result: that is, if the fruit is edible, the program will ask for the number of the fruit to buy, the price, and the amount to pay; otherwise, just quit the program without doing any of these. You should add your code to the space provided within the above program.

```
Enter a fruit name: apple
Is it edible? Enter "1" or "True" if edible; otherwise, "0" or "False: 1
**************************************************
Fruit name (upper case): APPLE.
It's edible.
How many APPLES do you want? 100
What is the price? .98
Please pay $98.0.
>>>
 RESTART: /Applications/1Sndsk/1stsci4060sp16/code/File2/fruitClass_accounting_ediable_only.py
Enter a fruit name: rotten peach
Is it edible? Enter "1" or "True" if edible; otherwise, "0" or "False: 0
**************************************************
Fruit name (upper case): ROTTEN PEACH.
It's not edible.
>>>
```