Excerise

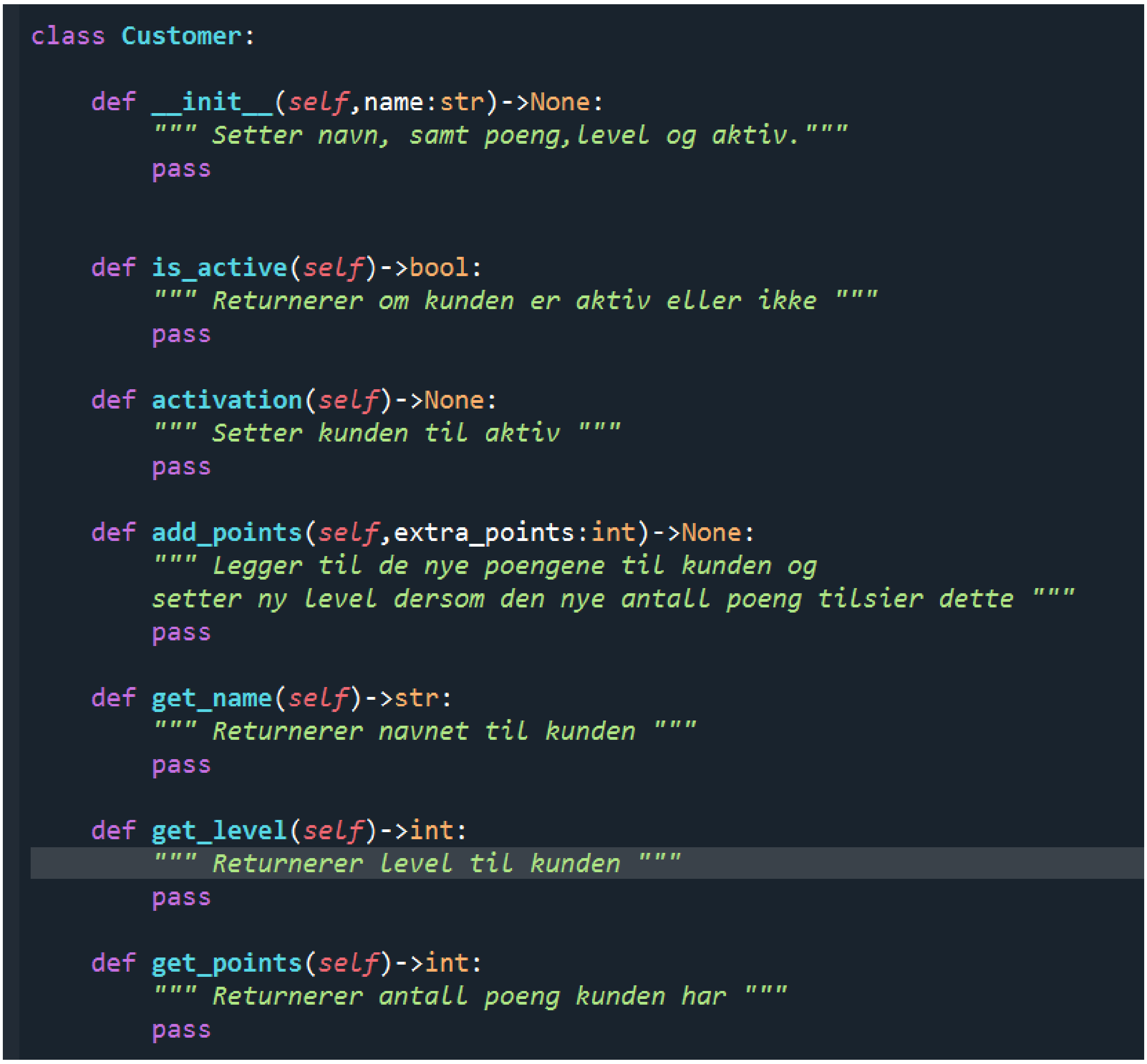
Make a class Customer, that have 4 attributes: name, active, level and points. Default values for active are False, points are 0 and all Customer starts at level 1. When the customer have more than 300 points the customer are at level 2 and level 3 above 500 points.

Use cases:

- Create a new customer with a name, and default values as described over for the other attributes
- Activate a customer
- Add points to customer and change level based on points if a threshold have been reached (Above 300 points = level 2, above 500 = level 3)

What do do:

- Write a unittest class to test the Customer class. (see skeleton class)
- Write Customer class (see skeleton class)



```python
class Customer:

    def __init__(self,name:str)->None:
        """ Setter navn, samt poeng,level og aktiv."""
        pass


    def is_active(self)->bool:
        """ Returnerer om kunden er aktiv eller ikke """
        pass

    def activation(self)->None:
        """ Setter kunden til aktiv """
        pass

    def add_points(self,extra_points:int)->None:
        """ Legger til de nye poengene til kunden og
        setter ny level dersom den nye antall poeng tilsier dette """
        pass

    def get_name(self)->str:
        """ Returnerer navnet til kunden """
        pass

    def get_level(self)->int:
        """ Returnerer level til kunden """
        pass

    def get_points(self)->int:
        """ Returnerer antall poeng kunden har """
        pass
```