

GitHub:

Class Description:

This class is a representation of a Nintendo DSI Lite. The class has two class variables, `batterylife` and `storageblocks`. The `batterylife` variable is 10 and represents the number of hours of battery life left on the DSI object. The `storageblocks` variable is 200 and represents the amount of blocks of memory storage, the way the real life DSI Lite measured storage, has on the console. There are also two data variables for this class `color` and `gamein`. The `color` variable needs to be one of four string choices, blue, pink, white, or black and represents the color of the console. The `gamein` variable is defaulted to none but if you want to have a variable in place it has to be a string representation of the title of a game, which represents the game inserted in the console. The `set_gamein` method sets the value for the `self.__gamein` variable if and only if the `gamein` argument is a string or none. The `get_gamein` method simply returns the game in the console. The `set_color` method sets the value for the `self.__color` variable if and only if the `color` argument is one of the four listed colors that are available. The `get_color` method simply returns the color of the console. The `get_battery` method simply returns a string message that tells you how many hours of battery life are left on the console. The `play_game` method prompts the user for an input of how many hours of the inserted game they played and updates the amount of hours of battery life the console has left. The `charge` method prints a message telling the user the console is being charged, waits five seconds and then resets the amount of hours of battery life left on the console back to ten and prints a message saying its fully charged.