Mclaren 720s

#import utils for title

#import random for cop encounter :D

#TODO: Create Mclaren 720s class

#Attributes innit

#Max\_speed=212

#User name

#User car color

#User speeding tickets allowed

#User friend (y or n)

#user speed/ starting speed

#Accelerate def

#increase speed

#check if max speed

#print new speed and color

#if friend create interaction warning(no friend no warning)

#if friend Warned slow down to speed limit y or n

#y print statement set to speed limit return

#y self.speed=75

#n self.cops

#no friend immediate cop chance

#cops def

#Create range for cop probabilities ticket or no tickets

#Range 1-5 safe

#Range 6-10 ticket

#3 tickets = jail

#slowdown def

#decrease speed

#Make so speed cant go negative

#print new speed

#If speed lower than speed limit print statements

#friend statements

#solo statement

#Def drive\_car

#TODO: You’re on the interstate speed is 75 {name} speed up 1, slow down 2, accelerate up or exit 3?

#print statements to show speed car color

#3 lets users go home

#main def

#Create title

#Enter details, of owning 720s and max speed and a couple features

#What color will you purchase

#TODO: You are going to cruise in your 720s on the interstate it has two seats pick up a friend?

#TODO: Input driver name

#Pick up friend(y or n)

#Create object parameters name color friend

#TODO: You’re on the interstate speed is 75 {name} speed up, slow down, accelerate up or e xit?

#TODO: If accelerate past 75 create cop encounter if going 10 over given ticket, 3 tickets=jail else give a warning.