In [1]:
```
#Make a class called Restaurant. The __init__() method for Restaurant s
hould 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 messa
ge indicating that the restaurant is open.
#Make an instance called restaurant from your class. Print the two attr
ibutes individually, and then call both methods.
```

In [ ]:
```
```

In [11]:
```
class Restaurant:
    """Creating a class restaurant"""
    def __init__(self, restaurant_name, cuisine_type):
        self.restaurant_name = restaurant_name
        self.cuisine_type = cuisine_type
        print ('It is executable')

    def describe_restaurant(self):
        print(f"The name of our restaurant is {self.restaurant_name}")
        print(f"We serve {self.cuisine_type}")

    def open_restaurant(self):
        print(f"We are now Open")
```

In [12]:
```
restaurant = Restaurant('Unwind', 'Continental')
```

```
It is executable
```

In [13]:
```
restaurant.describe_restaurant()
```

```
The name of our restaurant is Unwind
We serve Continental
```

In [14]:
```
restaurant.open_restaurant()
```

```
We are now Open
```

In [ ]: