Lab 07 - Create a Restaurant Class

200pts pts total.

Problem

This is taken from chapter 9-1 and 9-4 in the textbook.

Make a class called Restaurant . The `__init__()` method for Restaurant should 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 `restaurant_open_or_closed()` that prints a message indicating that the restaurant is open.

Have a function that sets the boolean (True/False) flag that makes the restaurant open or closed. Call this `set_restaurant_status()` and it should take a single parameter of True or False.

Make two instances of the restaurant using your class. One with a restaurant called 'Good Eats', and the other with a restaurant called 'Family Diner'.

Implement an automated test that checks that `open_resturant()` works correctly.

Class Example

An example of a simple class with an automated test.

```
class Name:
        def __init__(self, name):
                self.name = name

        def printName(self):
                print ( "Name is: {}".format(self.name) )

        def reverseMyName(self):
                i = len(self.name)-1
                s = ""
                while i >= 0:
                        s = s + self.name[i]
                        i = i - 1
                return s

# Automated Test
if __name__ == "__main__":
        n_err = 0
```

```
        myName = Name("Philip")                 # Create Instance of Class
        x = myName.reverseMyName()              # Call Method
        if x != "pilihP":                               # Validate results of Call
                n_err = n_err + 1
                print ( "Error: Test 1: Name not working, expected {} got {}".format (

        if n_err == 0 :
                print ( "PASS" )
        else:
                print ( "FAILED" )
```

The link to the starter file for this is: https://github.com/Univ-Wyo-Education/F21-1010/blob/main/lab/lab-07/lab7-ans.txt

```
class Restaurant:
        def __init__(self, restaurant_name, cuisine_type):
                print("")
                #initialize a variable restaurant_name for the class Restaurant
                #initialize a variable cuisine_type for the class Restaurant
                #Create a variable is_open for this class and initialize it to False

        def describe_restaurant(self):
                print("")
                #print the restaurant name and cuisine type

        def restaurant_open_or_closed(self):
                print("")
                #if the restaurant is open print "Restaurant is open.". else print "Res
                #Use is_open variable of this class to check if the restaurant is open

        def set_restaurant_status ( self, b ):
                print("")
                #Assign the value of b to the is_open variable of this class.

# Automated Test
if __name__ == "__main__":
        print("")
        # Create an Instance of the Class Restaurant with "Good Eats" as the reestauran
        # Create an Instance of the Class Restaurant with "Family Dinter" as the reesta
        # call the function describe_restaurant() for the first instance
        # call the function open_resturant() for the first instance
        # call the function describe_restaurant() for the second instance
        # call the function open_resturant() for the second instance

        #set the first restaurant to open. Call the set_restaurant_status for the first
        #if the first restaurant is not open, then print ( "Error: Test 1: restaurant i

        #set the first restaurant to closed. Call the set_restaurant_status for the fir
```

```
#if the first restaurant is not closed, then print ( "Error: Test 1: restaurant

#set the second restaurant to open. Call the set_restaurant_status for the secc
#if the first restaurant is not open, then print ( "Error: Test 1: restaurant i

#set the second restaurant to closed. Call the set_restaurant_status for the fi
#if the first restaurant is not closed, then print ( "Error: Test 1: restaurant
```

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