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 `open_restaurant()` 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_is_open` 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" )
```

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