

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_restaurant()` 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")
x = myName.reverseMyName()
if x != "pilihP":
    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 reestaurant
    # 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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