Define a class called Bike that accepts a string and a float as input, and assigns those inputs respectively to two instance variables, color and price. Assign to the variable testOne an instance of Bike whose color is **blue** and whose price is **89.99**. Assign to the variable testTwo an instance of Bike whose color is **purple** and whose price is **25.0**.

class Bike():

def \_\_init\_\_(self,color,price):

self.color = color

self.price=price

testOne = Bike("blue" ,89.99)

testTwo = Bike("purple",25.0)

Create a class called AppleBasket whose constructor accepts two inputs: a string representing a color, and a number representing a quantity of apples. The constructor should initialize two instance variables: apple\_color and apple\_quantity. Write a class method called increase that increases the quantity by 1 each time it is invoked. You should also write a \_\_str\_\_ method for this class that returns a string of the format: "A basket of [quantity goes here] [color goes here] apples." e.g. "A basket of 4 red apples." or "A basket of 50 blue apples." (Writing some test code that creates instances and assigns values to variables may help you solve this problem!)

class AppleBasket:

def \_\_init\_\_(self ,color ,quantity ):

self.apple\_color =color

self.apple\_quantity = quantity

def increase(self):

self.apple\_quantity = self.apple\_quantity + 1

def \_\_str\_\_(self):

return "A basket of {} {} apples.".format(self.apple\_quantity,self.apple\_color)

a1 = AppleBasket("green" , 100)

print(a1)

Define a class called BankAccount that accepts the name you want associated with your bank account in a string, and an integer that represents the amount of money in the account. The constructor should initialize two instance variables from those inputs: name and amt. Add a string method so that when you print an instance of BankAccount, you see "Your account, [name goes here], has [start\_amt goes here] dollars." Create an instance of this class with "Bob" as the name and 100 as the amount. Save this to the variable t1.

class BankAccount:

def \_\_init\_\_(self,name,amt ):

self.name =name

self.amt =amt

def \_\_str\_\_(self):

return "Your account, {}, has {} dollars.".format(self.name,self.amt)

t1 = BankAccount("Bob",100)

print(t1)