

## Quiz 1

### Assignment

The starter code contains a `Food` class (in `food.py`) and a short `main.py` to illustrate the use of `Food`. You will add some methods to the `Food` class and create a new class named `FoodDiary`.

### Problem 1: Food class

The starter code for `Food` contains these methods & properties:

|  |  |
|--|--|
| <code>__init__(name, weight, calories, carbs)</code> | Create a new food with the given name, weight (grams), calories (kcal), and carbs (grams). |
| <code>name {property}</code>                         | Return the food name.  |
| <code>weight {property}</code>                       | Return the food weight.  |
| <code>calories {property}</code>                     | Return the food's energy value (calories).   |
| <code>carbs {property}</code>                        | Return the number of grams of carbohydrates.   |

Write code in the `Food` class for the following behavior

|                              |   |
|------------------------------|---|
| <code>percent_carbs()</code> | Return the fraction of the calories that are from carbohydrates, as a number between 0 and 1.<br>1 gram of carbohydrate provides 4 calories, so multiply by 4 to convert carbohydrates to calories.   |
| <code>__str__</code>         | The string value of a food is the name, then a space, and the weight in parenthesis, such as:<br>'Brown Rice (100g)'  |
| <code>food1 == food2</code>  | Write a method so that two foods are equal only if they have the same name and same weight.<br>Use the standard template for equals methods. Do not use <code>str(food)</code> to test equality.  |
| <code>food1 + food2</code>   | Add two foods. The rules are:<br>if <code>food1</code> and <code>food2</code> have the same <b>name</b> , then return a new food with name <code>name</code> but add the weight, calories, and carbs of the two foods.<br>if <code>food1</code> and <code>food2</code> have <u>different</u> names, raise a <code>ValueError</code> with a descriptive message. |
| <code>food * number</code>   | Write a method so we can multiply a food by a number to create a different quantity of the same food.<br>Return a new <code>Food</code> with the calories, weight, and carbs scaled by the number.  |

## Problem 2: FoodDiary

Write a FoodDiary class in the file food.py that stores a record of foods we consume.

|                                  |   |
|----------------------------------|---|
| <code>__init__()</code>          | Initialize a new, empty FoodDiary   |
| <code>add_food(food)</code>      | Add a food to the diary. If the name of the food matches a food that is already in the diary, then add to the quantity of the existing food object, so each food occurs only once in the diary. |
| <code>calories {property}</code> | Return the total calories of all foods in the diary.  |
| <code>carbs {property}</code>    | Return the total carbs of all foods in the diary.   |
| <code>__str__</code>             | Return a string in this format (where N is a digit or number)<br>"N foods with N,NNN calories"  |
| <code>percent_carbs()</code>     | Returns the fraction of the total calories from carbohydrates. 1 gram of carbohydrate provides 4 calories.  |

## Problem 3: Unit Tests

Write 3 unit tests of Food in a file name test\_food.py

1. Test that `==` works correctly. Compare foods with the same name and different weights, or different names and the same weight.
2. Test that `food1 + food2` works when both foods have the same name (should succeed).
3. Test that `food1 + food2` raises an exception when the foods have different names.

### Example

```
>>> tofu = Food("Tofu", 100, 110, 2.4)
>>> egg = Food("Fried Egg", 60, 114, 0.6)
>>> str(egg)
"Fried Egg (60g)"
>>> sum = tofu + tofu
>>> type(sum)
food.Food
>>> str(sum)
"Tofu (200g)"
>>> sum.calories
220
>>> sum = Food("Rice", 150, 180, 36) + egg
ValueError: Cannot add different types of food
>>> tofu == egg
False
```