The Skateboard class acts as a general class for any type of skateboard. Each skateboard must have 4 wheels as determined by the class variable. The data variables I chose to include were the board, wheels, and trucks. These are special per each skateboard that the user chooses to create.
The Board is a string that demonstrates the brand of the skate deck.
The wheels is a string that demonstrates the brand of wheels on the trucks.
The trucks is a string that demonstrates the brand and style of trucks on the setup.

The get-set methods are pretty self explanatory, but they simply access the private data variables of the original skateboard. For example, the get_board method takes in self to access the data and returns the private board information. For each get method, there is a complementary set method that takes in self and the data that will be changed. For example, the set_board method takes in self and board which will in turn access the private board data through self and set it to the new board.
Continuing about methods, the first and simplest method is the list_setup method which takes in self and returns a list which uses the get_ methods to access and print the data. Next is the do_a_trick method which takes in self and two variables outside of the class: confidence and trick. Confidence variable is used to determine whether or not the trick is landed. The trick is solely used to keep track of what trick. Finally, the pop method takes in self and strength. Based on the strength, an airtime is calculated and a timer is set.

In the demo program, I create a specific rendition of the skateboard class that mimics my first skateboard build in line 79 and is printed out using the list_setup method in line 81. However, due to wear and tear, I needed a new deck and thus used the set_board method to change the deck in line 84 which is then used in the list_setup function in line 85. After my current board setup is made, I demonstrated the do_a_trick method. Using a kickflip as my trick and a confidence of 6, the program usually returns a positive result and a True bool. However, with treflip as the trick and the confidence set to 2, the trick is often missed and an uplifting message is returned along with a False bool. Finally, my last two implementations of the program include the pop method. This method accessed through the Skateboard class acts as an ollie demonstration. Based on the strength inputted, the airtime is calculated and a timer using that airtime is printed along with a positive message.