Machine Problem 5
Due: April 5, 2024, 11:59 PM

1.) 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 call `open_restaurant()` that prints a message indicating that the restaurant is open.

Create a program with three different instances from the class, print the attributes individually, and then call both methods for each instance.

2.) Add an attribute call `number_served` with a default value of 0 to your `Restaurant` class. Add a method called `set_number_served()` that lets you set the number of customers that have been served. Add a method called `increment_number_served()` that lets you increment the number of customers who've been served.

Create a program with an instance of the modified `Restaurant` class. Print the number of customers the restaurant has served, and then change this value and print it again. Call the `set_number_served()` method with a new value and print the value of `number_served`. Call the method `increment_number_served()` with a value and print `number_served` again.

3.) An ice cream stand is a specific kind of restaurant. Write a class called `IceCreamStand` that inherits from your `Restaurant` class. Add an attribute called `flavors` that stores a list of ice cream flavors. Write a method called `display_flavors` that prints these flavors.

Create a program with an instance of `IceCreamStand`, and call the `display_flavors` method.