

Ruby Objects

Calculator

- Create a Calculator class
- The calculator should be able to store two values, value1 and value2.
- Create add, subtract, multiply, and divide methods that perform these operations on the two values and return the results

Elevator

- Create an Elevator class that has a floor attribute
- Instances of elevator should be aware of what floor they're on, have a method to go up or down, and have a method to announce a cheery greeting along with the current floor if the instance is asked (`.greet`)
- Extra credit: a method to play elevator music.