

```
1 class MonkeyBanana:
2     def __init__(self):
3         self.monkey = "door"
4         self.box = "window"
5         self.banana = "center"
6         self.monkey_on_box = False
7     def move_monkey(self, place):
8         print(f"Monkey moves from {self.monkey} to {place}")
9         self.monkey = place
10    def push_box(self, place):
11        print(f"Monkey pushes the box from {self.box} to {place}")
12        self.box = place
13    def climb_box(self):
14        if self.monkey == self.box:
15            self.monkey_on_box = True
16            print("Monkey climbs on the box.")
17        else:
```

Monkey moves from door to window
Monkey pushes the box from window to center
Monkey moves from window to center
Monkey climbs on the box.
Monkey grabs the bananas! 🍌⭐
==== Code Execution Successful ===

```
18     print("Monkey cannot climb. Box and monkey are not in same  
         place.")  
19 def get_banana(self):  
20     if self.monkey_on_box and self.box == self.banana:  
21         print("Monkey grabs the bananas! 🍌")  
22     else:  
23         print("Monkey cannot reach the bananas yet.")  
24 problem = MonkeyBanana()  
25 problem.move_monkey("window")  
26 problem.push_box("center")  
27 problem.move_monkey("center")  
28 problem.climb_box()  
29 problem.get_banana()  
30
```