

```

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 ===

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```
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
```