

Ruby Class Exercises

1. Delicious Food

Create a Food class with one attribute, "delicious", and an initializer to set that attribute.

```
class Food
  attr_accessor :delicious

  def initialize(delicious=true)
    @delicious = delicious
  end
end
```

Now add another attribute, "name", and extend the initializer to include the new attribute.

2. Having Lunch

Create a new class, "Lunch", which inherits from the food class.

Add a new attribute, "Price" to the Lunch class.

```
class Lunch < Food
  attr_accessor :price
end
```

3. Overrides

- What happens when you call #to_s on an instance of the Lunch class?
- Now define the to_s method in the lunch class to output a string, for example: "Lasagne, delicious: true, 12€"