

Class_Act20 - Car Class Simulation



Python OOP Activity: Car Class Simulation



Objective:

In this activity, you will practice using **classes and objects** in Python by creating a **Car class** with attributes and methods. This will help you understand **object-oriented programming (OOP)** concepts such as **initialization, attributes, and methods**.

◆ Instructions

1. **Create the `Car` class** with the following attributes and methods:
 - `__init__(self, color, model)` : Initializes the car's **color** and **model**.
 - `drive(self)` : Prints a message indicating the car is driving.
 - `brake(self)` : Prints a message indicating the car has stopped.
 - `honk(self)` : Prints **"Beep Beep!"** to simulate the car horn.
 2. **Create an object** of the `Car` class and assign it a **color** and **model**.
 3. **Call the methods** (`drive()`, `brake()`, `honk()`) on the car object to test its behavior.
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Note:

- *Give me your best output*
- *Add what you think is needed*