Iteration 1 – Event Class

(Fall 2024)

Instructions – Event Class:

In the file named Event.py, you will find an Event class. The class will have two methods already defined:

- `def __str__(self) -> str`
- `def __eq__(self, other: 'Event') -> bool`

These methods define the format for printing an Event object and determining equality with other Event objects. Do not modify these methods.

In the Event class, add code to handle the following:

1. Create a constructor that accepts a dictionary object as an argument.
2. For each key in the dictionary, store the associated value in an attribute. When storing these values, keep the following in mind:
    a. The dictionary will be in the format of a single event from the events.json file. For example, keys will include Name, UID, Date, etc.
    b. When you store the associated values as attributes, make sure to give those attributes the correct names so that they will be compatible with the overall project. The correct names can be found in the `__str__` and `__eq__` methods. For example, the value associated with the Name key should be stored as an attribute called `self._name`
    c. Remember that each Event object will contain information for a **single** event, not the entire list. You will not need to loop through every event in a file; only read the necessary information for one event.
3. If the expected key is not in the dictionary, assign an appropriate default value to the attribute. For example, if the constructor receives a dictionary object with no Name key, you might set `self._name` equal to an empty string (“”), or `self._uid` equal to -1.
4. Create a getter for each of the above attributes using the @property decorator.