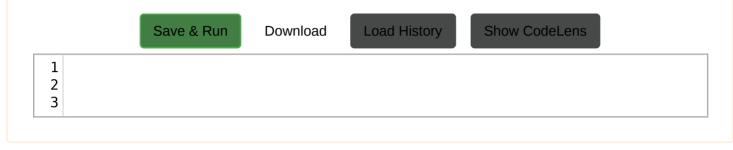
## 20.16. Chapter Assessment

Define a class called Bike that accepts a string and a float as input, and assigns those inputs respectively to two instance variables, color and price. Assign to the variable testone an instance of Bike whose color is **blue** and whose price is **89.99**. Assign to the variable testTwo an instance of Bike whose color is **purple** and whose price is **25.0**.



ActiveCode: 1 (ac\_ch13\_01)

Create a class called AppleBasket whose constructor accepts two inputs: a string reprsenting a color, and a number representing a quantity of apples. The constructor should initialize 2 instance variables: apple\_color and apple\_quantity. Write a class method called increase that increases the quantity by 1 each time it is invoked. You should also write a string method for this class that returns a string of the format: A basket of QUANTITY#

COLOR apples. e.g. A basket of 4 red apples. or A basket of 50 blue apples. (Writing some test code that creates instances and assigns values to variables may help you solve this problem!)



ActiveCode: 2 (ac\_ch13\_021)

Define a class called Bank that accepts the name you want associated with your bank account in a string, and a float that represents the amount of money in the account. The constructor should initialize two instance variables from those inputs: name and amt . Add a string method so that when you print an instance of Bank , you see "Your account, [name goes here], has [start\_amt goes here] dollars." Create an instance of this class with "Bob" as the name and 100.0 as the amount. Save this to the variable t1.

ses.html)

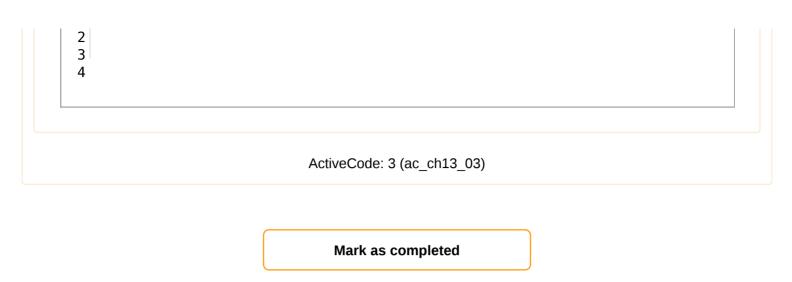
Save & Run

Show CodeLens

(./BuildingPro Braxt Stection.h21) Build

Show CodeLens

1 of 2 11/12/19, 8:26 pm



© Copyright 2017 bradleymiller. Created using Runestone (http://runestoneinteractive.org/) 3.2.15.

 $\textbf{username: sanjaysheel1997} @ \textbf{gmail.com} \mid \textbf{Back to top} \\$ 



(../BuildingProgrexusStrection.h211)Build