

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**.

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ActiveCode: 1 (ac_ch13_01)

Create a class called `AppleBasket` whose constructor accepts two inputs: a string representing 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!)

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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`.

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ActiveCode: 3 (ac_ch13_03)

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username: **sanjaysheel1997@gmail.com** | Back to top



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