

Beds, Closets and Bedrooms - 1

Make 3 classes Beds, Closets and Bedrooms with the following specifications:

1. The Bed Object has the following attributes:

length: length of the bed in feet

breadth: breadth of the bed in feet

year_made: Year in which the bed was made

has_headboard: True or False depending on whether the bed has a headboard or not

has_posts: True or False depending on whether the bed has sideposts or not

material: material is wood, steel, plywood and so on.

2. The Bed Object does not support any following methods

1. The Closet Object has the following attributes:

length: length of the closet in feet

breadth: breadth of the closet in feet

height: breadth of the closet in feet

max_capacity: Total number of items that a closet supports

items: The list of items in the closet. [All strings]

2. The Closet Object supports the following methods:

store_item(): Takes a **string as input** and adds it to the items list

fetch_item(): Returns the frontmost object in the items list

1. The Bedroom object has the following attributes:

- **length:** length of the room in feet
- **breadth:** breadth of the room in feet
- **height:** breadth of the room in feet
- **bed:** an object representing the bed in the bedroom. **Initialize as None.**
- **closet:** an object representing the closet in the bedroom. **Initialize as None.**
- **has_balcony:** True or False depending on whether the room has a balcony or not
- **has_window:** True or False depending on whether the room has a window or not
- **num_lights:** The number of lights/lightsockets in the number
- **has_ac:** True or False depending on whether the room has a window or not
- **has_fan:** True or False depending on whether the room has a window or not
- **num_charging_points:** Number of charging points in the room.

2. The Bedroom object has the following methods:

- **carpet_area():** Returns the carpet area of the room which is calculated as length*breadth
- **add_bed():** creates a Bed object using user inputs [using **input()** function] and assigns it to the bed attribute of the bedroom
- **add_closet():** creates a Closet object using user inputs [using **input()** function] and assigns it to the closet attribute of the bedroom
- **remove_bed():** Checks if the bed attribute is **None**. If not, then makes it

None and returns "bed removed from the room". If bed attribute is already None, then it returns "No bed found in the room".

- **remove_closet()**: Checks if the closet attribute is **None**. If not, then makes it None and returns "closet removed from the room". If closet attribute is already None, then it returns "No closet found in the room".