## Flower

Create a class called Flower. Upon initialization, the class should receive name (string) and water\_requirements (number). The flower should also have an instance attribute called is\_happy (False by default). Add **two** **methods** to the class:

* water(quantity) - it will water the flower. **Each time** check if the quantity is **greater than or equal** to the required. If it is - the flower becomes happy (set is\_happy to True).
* status() - it should return "{name} is happy" if the flower **is happy**, otherwise it should return **"**{name} is not happy**"**.

Submit only the class in the judge system.

### Examples

|  |  |
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| **Test Code** | **Output** |
| flower = Flower("Lilly", 100)  flower.water(50)  print(flower.status())  flower.water(60)  print(flower.status())  flower.water(100)  print(flower.status()) | Lilly is not happy  Lilly is not happy  Lilly is happy |