## Smartphone

Create a class called **Smartphone**. Upon initialization it should receive a **memory** (number). It should also have **2 other instance attributes**: **apps** (empty list by default) and **is\_on** (False by default). Create **3 methods**:

* **power()** - sets **is\_on** on **True** if the phone is off, otherwise sets it to False
* **install(app, app\_memory)**
  + If there is **enough memory** on the phone and it **is on**, install the app (**add it to apps** and **decrease the memory** of the phone) and return **"Installing {app}"**
  + If there **is enough memory**, but the **phone is off**, return **"Turn on your phone to install {app}"**
  + Otherwise return **"Not enough memory to install {app}"**
* **status()** - returns **"Total apps: {total\_apps\_count}. Memory left: {memory\_left}"**

### Examples

|  |  |
| --- | --- |
| **Test Code** | **Output** |
| smartphone = Smartphone(100)  print(smartphone.install("Facebook", 60))  smartphone.power()  print(smartphone.install("Facebook", 60))  print(smartphone.install("Messenger", 20))  print(smartphone.install("Instagram", 40))  print(smartphone.status()) | Turn on your phone to install Facebook  Installing Facebook  Installing Messenger  Not enough memory to install Instagram  Total apps: 2. Memory left: 20 |