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HW 1-4: BASIC OBJECT ORIENTED PROGRAMMING

Part A: Create a class <code>Dessert</code> with getters and setters for <code>name</code> and <code>calories</code>. Define instance methods <code>healthy?</code>, which returns <code>true</code> if a dessert has less than 200 calories, and <code>delicious?</code> which returns <code>true</code> for all desserts.

Here is the framework:

```
class Dessert
  def initialize(name, calories)
    # Your code here
  end

def healthy?
    # Your code here
  end

def delicious?
    # Your code here
  end

end
```

Note: You may define additional helper methods.

Part B: Create a class JellyBean that extends Dessert, and add a getter and setter for flavor. Modify delicious? to return false if the flavor is "black licorice" (but delicious? should still return true for all other flavors and for

all non-JellyBean desserts).

The JellyBean class should look like this:

```
class JellyBean < Dessert
  def initialize(name, calories, flavor)
    # Your code here
  end

def delicious?
    # Your code here
  end
end</pre>
```

Note: As before, you may define additional helper methods.



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