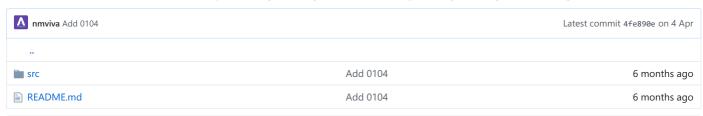Branch: master ▾

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01-04

🔗 Challenge 03 - Vehicles

Picture by chuttersnap

Objectives

Inheritance and properties

Guidelines

1. Write a class `Vehicle` :

- a vehicle is defined by the attributes `year`, `brand`, `color`, `wheels`, `consumption`, `fuel`, `kilometers`. It also has `speed` which is always zero when the vehicle is instanciated.
- write methods to `start`, `stop`, `accelerate` and `brake` with an increment or decrement of speed by 10 each time it is called.

2. Start a timer when the vehicle `start` and stop the timer when the vehicle `stop`. Meanwhile, update the `kilometers` and the `fuel` depending on the driving (`speed`, `accelerate` and `stop`)

3. Write two new classes `Car` and `Motorbikes`. Imagine what could change in the attributes and methods.

4. Review the control access in all the previous classes.

Your program must be written in `src/vehicle.py`. You should be able to instanciate circles and play with them directly from your iPython console.