Problem Wk.1.4.10: Fruit Class [Optional]

Part 1: Fruit Salad

Define a class `FruitSalad` with class attributes `fruits`, which is initially `['melons', 'pineapples']` and `servings` which is initially 4.

Write an `__init__` method that takes arguments `ingredients` (a list of strings) and `numservings` (an integer) and stores the supplied values in instance attributes `fruits` and `servings` (the servings remaining) respectively.

Write a `__str__` method that returns a string containing the number of remaining servings and the fruits in the fruit salad. The string should look like this:

`"2 servings of fruit salad with ['bananas', 'apples']"`

Write a method `add` that takes a string as an argument and appends it to the end of the list `fruits`.

Finally, write a method `serve` of no arguments that returns `'enjoy'` if it has been called a number of times that is less than or equal to the value of `numservings` supplied when the associated instance was created, or `'sorry'` otherwise. It should update the `servings` of the instance, make sure that this variable never becomes negative.

To make life a little easier we have provided skeleton definitions below. Please fill in the blank portions to implement the specified methods

```python
class FruitSalad:
    fruits = ['melons', 'pineapples']
    servings = 4
```

Part 2: More Fruit

Fill in what gets printed after the following expressions. Assume that all the previous

expressions have been evaluated.

1. ```
   >>> salad = FruitSalad(['bananas', 'apples'], 2)
   >>> salad.add('cherries')
   >>> salad.fruits
   ```


2. ```
   >>> FruitSalad.fruits
   ```


3. ```
   >>> salad.serve()
   ```


4. ```
   >>> salad.serve()
   ```


5. ```
   >>> salad.serve()
   ```


6. ```
   >>> salad.servings
   ```


7. ```
   >>> FruitSalad.servings
   ```

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