

```
class CellPhone:
    battery_level = 100
    def __init__(self):
        print('I am constructor')
        print('Batarya seviyesi iyi:', self.battery_level)

    def browse_on_instagram(self) :
        if self.battery_level > 20:
            print('Instagram connection successful')
            self.battery_level = self.battery_level - 20
        else:
            print('Battery level too low: ',self.battery_level)

    def play_fruit_ninja(self) :
        if self.battery_level > 10:
            print('Playing Fruit Ninja was successful, batt. level: ', self.battery_level)
            self.battery_level = self.battery_level - 10
        else:
            print('Battery level too low cannot play Fruit Ninja: ',self.battery_level)
```

```
obj = CellPhone()
obj.browse_on_instagram()
obj.play_fruit_ninja()
obj.browse_on_instagram()
obj.play_fruit_ninja()
obj.browse_on_instagram()
obj.browse_on_instagram()
obj.browse_on_instagram()
obj.browse_on_instagram()
obj.browse_on_instagram()
obj.browse_on_instagram()
obj.play_fruit_ninja()
obj.play_fruit_ninja()
```