## **Flights and Passengers**

In this problem, you will be modeling passengers flying on an airplane.

Every time an airplane flies, that airplane has a particular flight number, and some number of passengers. Each passenger has a particular type of ticket - for example, 'coach', 'economy', or 'business'. The passengers also might carry aboard some suitcases, and each suitcase will have its weight recorded.

I've provided a class called Passenger, so you don't need to write that class. The documentation for Passenger is as follows:

The list of suitcase weights can be accessed by the instance variable <code>suitcase\_weights</code>. For example, if I have a <code>Passenger p</code>, I can get the list of that <code>Passenger's suitcase weights with p.suitcase weights</code>.

You will write a new class called Flight in the file **flight.py**. Flight should include an initializer (constructor) that takes an integer parameter representing the flight number, and a list of Passengers as an optional argument. If the argument is omitted, then an empty list is assumed.

Write a method add\_passenger that takes a Passenger parameter, and adds that Passenger to the Flight.

Define the \_\_str\_\_ method for Flight so that it returns a string containing the flight number and the Passenger information. For example, a Flight with flight number equal to 2, and two Passengers named Steve and Marta, might have a str that returns:

```
Flight #2
```

```
Steve, flying coach (2.2,3.1,3.0)
Marta, flying economy (1.1,2.6,1.0)
```

If there are no Passengers on the Flight, the output should say "No passengers", like this:

```
Flight #2
-----
No passengers
```

Finally, you will need to write a method heaviest\_passenger that returns the Passenger with the heaviest luggage sum, and a method lightest\_passenger, which returns the Passenger with the lightest luggage sum.

Raise exceptions in your code where appropriate. Feel free to define your own exception classes.

Your code will be evaluated based on correctness, style, design, and documentation.