Shape

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**Introduction to OOP**

1. **Create a Class and Object**
   * Task: Define a class Car with properties make and model. Create an object of the Car class and initialize it with specific values.
2. **Add Methods to a Class**
   * Task: Add a method start to the Car class that prints a message indicating the car has started. Call this method using the object created.
3. **Constructor Method**
   * Task: Implement a constructor for the Car class that initializes the properties make and model. Create an object using this constructor.
4. **Simple Inheritance**
   * Task: Create a subclass ElectricCar that inherits from the Car class and adds a property battery\_size.

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**Private Access Modifier**

* + Task: Create a class Account with a private property \_balance. Provide methods to deposit and withdraw money, ensuring direct access to \_balance is not allowed.

**Getter and Setter Methods**

* + Task: Define getter and setter methods for the private property \_balance in the Account class to manage access and modification.