### 8. Shape and Rectangle Class

Create a class called **Shape** with the following attributes and methods:

Attributes:

- **name** (string): representing the name of the shape.

- **color** (string): representing the color of the shape.

Methods:

- **__init__**: initialize the attributes.

- **display_name**: display the name of the shape.

- **display_color**: display the color of the shape.

Include a subclass called **Rectangle** that inherits from the Shape class.
Add Necessary attributes:

- **length** (float): representing the length of the rectangle.

- **width** (float): representing the width of the rectangle.

Implement two methods to calculate area and perimeter and return the area and perimeter of the rectangle.