1. **Create Rectangle class with attributes length and breadth and methods to find area and perimeter. Compare two Rectangle objects by their area.**

class rectangle:

def \_\_init\_\_(self,length,breadth):

self.length=length

self.breadth=breadth

def area(self):

return(self.length\*self.breadth)

def perimeter(self):

return(2\*(self.length+self.breadth))

print("Enter the details of Rectangle 1:")

l1=int(input("Length:"))

b1=int(input("Breadth:"))

print("Enter the details of Rectangle 2:")

l2=int(input("Length:"))

b2=int(input("Breadth:"))

r1=rectangle(l1,b2)

r2=rectangle(l2,b2)

print("Rectangle 1: Area: ",r1.area()," , Perimeter: ",r1.perimeter())

print("Rectangle 2: Area: ",r2.area()," , Perimeter: ",r2.perimeter())

print("-------------------------")

if(r1.area()>r2.area()):

print("Rectangle 1 is Bigger!!")

else:

print("Rectangle 2 is Bigger!!")

**output:**

