Python OOP Assignment

Using what you've learned about Classes and Inheritance, write a Python program to model the calculation of the area and perimeter of shapes. You may wish to draw a set of class diagrams, but this is not essential.

Specifically, implement a base class called Shape, and child classes for:

Circle
Rectangle
Triangle

Provide methods to initialise each class, and methods to return the area and perimeter of each class.
Write some test code for each shape, printing out the properties of each shape and the calculated area and perimeter.

Note: You will need to import the math library to access useful values like Pi

Save your finished code as OOPAssignment.py and commit it to your GitHub repository. Submit a link to the file in your repository on Trainer Central under the OOP Assignment section.