1. Create a class with instance attributes.

Use this code below to practice 2, 3, 4, 5 and 6:

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| --- |
| class Vehicle:     def \_\_init\_\_(self, name, mileage, capacity):         self.name = name         self.mileage = mileage         self.capacity = capacity  class Bus(Vehicle):     pass  School\_bus = Bus("School Volvo", 12, 50) |

2. Check the type of the object school\_bus

3. Check if School\_bus is also an instance of the Vehicle class.

4. Define a property that must have the same value for every class instance (object)

5. Write getter and setter methods for Vehicle class.

6. Add an \_\_str\_\_ method to the code.

7. Learn about inheritance and classifications of inheritance, try to implement those in your code.

8. Encapsulate your previous code, any code you have written before. Reach us if you face any errors.