# Exercise 1

Write a Python class named Circle constructed by a radius and two methods which will compute the area and the perimeter of a circle.

# Exercise 2

Write a Python class named Rectangle constructed by a length and width and a method which will compute the area of a rectangle

# Exercise 3

Define a class named Shape and its subclass Square. The Square class has an init function which takes a length as argument. Both classes have an area function which can print the area of the shape where Shape's area is 0 by default.

# Exercise 4

Define a class Person and its two child classes: Male and Female. All classes have a method "getGender" which can print "Male" for Male class and "Female" for Female class.

# Exercise 5

Define a class which has at least two methods:

* getString: to get a string from console input
* printString: to print the string in upper case.

# Exercise 6

Create a deck of cards class. Internally, the deck of cards should use another class, a card class. Your requirements are:

* The Deck class should have a deal method to deal a single card from the deck
* After a card is dealt, it is removed from the deck.
* There should be a shuffle method which makes sure the deck of cards has all 52 cards and then rearranges them randomly. (Use **shuffle** of **random**)
* The Card class should have a suit (Hearts, Diamonds, Clubs and Spades) and a value (A,2,3,4,5,6,7,8,9,10,J,Q,K)