**OOP basics**

1- Make a class Shape that has (Height - width - radius) , where different classes inherit from it .

Rectangle , circle , square. Where you can (set the area , perimeter) and also get them. Using setters and getters.

2- Make a class Person that has **(age , hair color , height)** , where boy and girl inherit from it.

Also you can set , get the age , color and height. Make a function that receives the year of birth . ex: 2000 and calculates your age.