**In Class Activity Lesson 4**

1. Create a Python program with a function called display\_info. Inside this function, print information about your favorite book, including its title, author, and a brief description. Call the display\_info function to showcase the details of your favorite book.
2. Write Python functions to showcase the top attractions for the following travel destinations: London, Paris, and New York. Each function should print the top attractions for the respective destination.
3. Write a Python program that uses the turtle graphics library to create a function named draw\_square. The function should draw a square using the turtle graphics module. The side length of the square should be fixed within the function.

After defining the draw\_square function, use it in your program to draw three squares. Ensure that the squares do not overlap, and use appropriate turtle graphics commands to reset the turtle's position between each square.

1. Write a Python function called **find\_even\_numbers()** that uses a for loop to find and print a list of even numbers between 0 and 10.