Exercise 1

Follow the steps:

- Create a class, Triangle. Its `__init__()` method should take `self`,`angle1`,`angle2`, and`angle3`as arguments. Make sure to set these appropriately in the body of the`__init__()` method.
- Create a variable named number_of_sides and set it equal to 3.
- Create a method named `check_angles`. The sum of a triangle's three angles is It should return True if the sum of self.angle1, self.angle2, and self.angle3 is equal 180, and False otherwise.
- Create a variable named `my_triangle` and set it equal to a new instance of your Triangle class. Pass it three angles that sum to 180 (e.g. 90, 30, 60).
- Print out `my_triangle.number_of_sides` and print out `my_triangle.check_angles()`.

Exercise 2

Define a class called `Songs`, it will show the lyrics of a song. Its `__init__()` method should have two arguments:`self`anf `lyrics`.`lyrics`is a list. Inside your class create a method called `sing_me_a_song`that prints each element of `lyrics`on his own line. Define a varible:

```
happy_bday = Song(["May god bless you, ",
                   "Have a sunshine on you,",
                   "Happy Birthday to you !"])
```

Call the `sing_me_song`mehod on this variable.

Exercise 3

Define a class called `Lunch`.Its `__init__()` method should have two arguments:`self`anf `menu`.Where menu is a string. Add a method called `menu_price`.It will involve a `if`statement:

- if "menu 1" print "Your choice:", menu, "Price 12.00", if "menu 2" print "Your choice:", menu, "Price 13.40", else print "Error in menu".

To check if it works define: `Paul=Lunch("menu 1")` and call `Paul.menu_price()`.