Exercise 1: Student Class

Create a class called `Student`.

Instructions:

- Create a class named `Student`
- Define an `__init__` method that takes `name` and `grade` as parameters
- Store these parameters as attributes of the object
- Create a method `display_info()` that prints the student's name and grade
- In the main program, create at least two `Student` objects
- Call the `display_info()` method for each object

Exercise 2: Bank Account

Create a class called `BankAccount`.

Instructions:

- Create a class named `BankAccount`
- Define an `__init__` method with parameters `owner_name` and `balance`
- Store these values as attributes
- Create a method `deposit(amount)` that adds the amount to the balance
- Create a method `withdraw(amount)` that removes money from the balance only if the balance is sufficient
- In the main program, create one bank account and test both methods

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Exercise 3: Car Class

Create a class called `Car`.

Instructions:

- Create a class named `Car`
- Define an `__init__` method with parameters `brand` and `speed`
- Initialize the speed to 0 when the object is created
- Create a method `accelerate(value)` that increases the speed
- Create a method `brake(value)` that decreases the speed (the speed must not become negative)
- Create a car object and call the methods to simulate a drive

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Exercise 4: Book Class

Create a class called `Book`.

Instructions:

- Create a class named `Book`
- Define an `__init__` method with parameters `title` and `author`
- Add a boolean attribute `is_open`, initialized to `False`
- Create a method `open()` that changes `is_open` to `True`
- Create a method `close()` that changes `is_open` to `False`
- In the main program, create a book and call the methods to change its state

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Exercise 5: Thermometer Class

Create a class called `Thermometer`.

Instructions:

- Create a class named `Thermometer`
- Define an `__init__` method with a parameter `temperature`
- Store the temperature as an attribute
- Create a method `increase(value)` that increases the temperature
- Create a method `decrease(value)` that decreases the temperature
- Create a method `display()` that prints the current temperature
- Create a thermometer object and call the methods several times