

1. Create a Product class and a Shop class.
2. Inside the Shop class, create a method name add_product which adds products using the Product class to the Shop class.
3. Inside the Shop class, create a method name buy_product which is used to buy a product and check whether this product is available or not. If you successfully buy a product, then throw a Congress message.
4. What is Inheritance? Explain with examples
5. What are Encapsulation and Access Modifiers? Explain with examples