

1. Write a Python class named Student with two instances student1, student2 and assign given values to the said instances attributes. Print all the attributes of student1, student2 instances with their values

2. Define a class called Bike that accepts a string and a float as input, and assigns those inputs respectively to two instance variables, color and price. Assign to the variable testOne an instance of Bike whose color is blue and whose price is 89.99. Assign to the variable testTwo an instance of Bike whose color is purple and whose price is 25.0.

3. Create a class called AppleBasket whose constructor accepts two inputs: a string representing a color, and a number representing a quantity of apples. The constructor should initialize two instance variables: apple_color and apple_quantity. Write a class method called increase that increases the quantity by 1 each time it is invoked. You should also write a __str__ method for this class that returns a string of the format: "A basket of [quantity goes here] [color goes here] apples." e.g. "A basket of 4 red apples." or "A basket of 50 blue apples."

4. Write a class that represents a Planet. The constructor class should accept the arguments radius (in meters) and rotation_period (in seconds).

You should implement three methods:

surface_area

rotation_frequency

5. Create a class Point and initialize with the user defined values and write a method to calculate the distance of the point from the origin

6. Implement BankAccount class with at least three methods