

**Q1: Create a class called BankAccount that has four attributes: bankname, firstname, lastname, and balance.**

The default balance should be set to 0.

In addition, create ...

- A method called `deposit()` that allows the user to make deposits into their balance.
- A method called `withdrawal()` that allows the user to withdraw from their balance.
- Withdrawal may not exceed the available balance. Hint: consider a conditional argument in your `withdrawal()` method.
- Use the `__str__()` method in order to display the bank name, owner name, and current balance.
- Make a series of deposits and withdrawals to test your class.

**Q2: Create a class Box that has attributes length and width that takes values for length and width upon construction (instantiation via the constructor).**

In addition, create...

- A method called **`render()`** that prints out to the screen a box made with asterisks of length and width dimensions
  - A method called **`invert()`** that switches length and width with each other
  - Methods **`get_area()`** and **`get_perimeter()`** that return appropriate geometric calculations
  - A method called **`double()`** that doubles the size of the box. **Hint:** Pay attention to return value here.
  - Implement **`__eq__`** so that two boxes can be compared using `==`. Two boxes are equal if their respective lengths and widths are identical.
  - A method **`print_dim()`** that prints to screen the length and width details of the box
  - A method **`get_dim()`** that returns a tuple containing the length and width of the box
  - A method **`combine()`** that takes another box as an argument and increases the length and width by the dimensions of the box passed in
  - A method **`get_hypot()`** that finds the length of the diagonal that cuts through the middle
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- Instantiate 3 boxes of dimensions **5,10** , **3,4** and **5,10** and assign to variables **box1**, **box2** and **box3** respectively
  - Print dimension info for each using **`print_dim()`**
  - Evaluate if **`box1 == box2`**, and also evaluate if **`box1 == box3`**, print **True** or **False** to the screen accordingly
  - Combine **box3** into **box1** (i.e. **`box1.combine()`**)
  - Double the size of **box2**
  - Combine **box2** into **box1**