class square():

def \_\_init\_\_(self,a):

self.\_\_side=a

def draw(self):

import turtle

turtle.forward(self.\_\_side)

turtle.left(90)

turtle.forward(self.\_\_side)

turtle.left(90)

turtle.forward(self.\_\_side)

turtle.left(90)

turtle.forward(self.\_\_side)

turtle.left(90)

def area(self):

area=self.\_\_side\*self.\_\_side

return(area)

def perimeter(self):

peri=self.\_\_side\*4

return(peri)

