**Puzzle 1: Create a Simple Class**

**Problem:** Define a class Car with attributes brand and year. Create an object and print its attributes.

### ****Puzzle 2: Default Constructor****

**Problem:** Create a class Person with a default constructor that sets name = "John" and age = 30.

### ****Puzzle 3: Class Method****

**Problem:** Create a class Circle with an attribute radius and a method area() that returns the area of the circle.

### ****Puzzle 4: Class with Multiple Methods****

**Problem:** Define a class Rectangle with methods area() and perimeter().

### ****Puzzle 5: Encapsulation****

**Problem:** Create a class BankAccount with a private attribute \_balance. Provide methods to deposit and withdraw money.

### ****Puzzle 6. Addition****

**Problem:** Create a class method that will add x to y. Show the output

### ****Puzzle 7. Multiple Inheritance****

**Problem:** Create classes A and B. Create a class C that inherits from both.

### ****Puzzle 8: Private Methods****

**Problem:** Create a class Secret with a private method \_hidden\_message() that prints "This is private".

### ****Puzzle 9: Class with a Counter****

**Problem:** Create a class Student that keeps track of the total number of students created.

### ****Puzzle 10: Class with a Generator Method****

**Problem:** Create a class EvenNumbers that generates even numbers up to a given limit using a method generate\_even().