1. Create Rectangle class with attributes length and breadth and methods to find area and perimeter. Compare two Rectangle objects by their area.

```python
class Rectangle:
    def __init__(self, len, bth):
        self.len = len
        self.bth = bth
        self.len2 = len
        self.bth2 = bth


    def myfun(hell):
        hell.len = hell.len * hell.bth
        print("Area of rectangle = ",+hell.len)
        return hell.len
    def perimeter(self):
        self.len2 = 2*(self.len2 + self.bth2)
        print("Perimeter of rectangle = ",+self.len2)
        return self.len2


print("Enter length and breadth of the first rectangle : ")
l1 = int(input())
b1 = int(input())
cl = Rectangle(l1,b1)
cl.perimeter()
a = cl.myfun()

print("Enter length and breadth of the second rectangle : ")
l2 = int(input())
b2 = int(input())
c2 = Rectangle(l2,b2)
c2.perimeter()
b = c2.myfun()


if(a == b):
    print('Area of both rectangles are equal')
if(a >b):
    print('Area of Rectangle 1 is greater')
if(a <b):
    print('Area of Rectangle 2 is greater')
```

output

Enter length and breadth of the first rectangle :

4

5

Perimeter of rectangle = 18

Area of rectangle = 20

Enter length and breadth of the second rectangle :

6

7

Perimeter of rectangle = 26

Area of rectangle = 42

Area of Rectangle 2 is greater