Question1:

Define a class named Rectangle which can be constructed by a length and width. The Rectangle class has a method which can compute the area.

Question2:

Define a Book class with the following attributes: Title, Author (Full name), Price.

1. Define a constructor used to initialize the attributes of the method with values entered by the user.
2. Set the View() method to display information for the current book.
3. Write a program to test the Book class.

Question3:

1. Create a Python class called BankAccount which represents a bank account, having as attributes: accountNumber (numeric type), name (name of the account owner as string type), balance.
2. Create a constructor with parameters: accountNumber, name, balance.
3. Create a Deposit() method which manages the deposit actions.
4. Create a Withdrawal() method which manages withdrawals actions.
5. Create an bankFees() method to apply the bank fees with a percentage of 5% of the balance account.
6. Create a display() method to display account details.
7. Give the complete code for the BankAccount class.

Question4:

1. Write a Rectangle class in Python language, allowing you to build a rectangle with length and width attributes.
2. Create a Perimeter() method to calculate the perimeter of the rectangle and a Area() method to calculate the area of the rectangle.
3. Create a method display() that displays the length, width, perimeter and area of an object created using an instantiation on a rectangle class.
4. Create a Parallelepipede child class inheriting from the Rectangle class and with a height attribute and another Volume() method to calculate the volume of the Parallelepiped.

Question5:

1. Create a Python class Person with attributes: name and age of type string.
2. Create a display() method that displays the name and age of an object created via the Person class.
3. Create a child class Student which inherits from the Person class and which also has a section attribute.

4. Create a method displayStudent() that displays the name, age and section of an object created via the Student class.
5. Create a student object via an instantiation on the Student class and then test the displayStudent method.