Design a class named Event that has the following feature:

1. Should have 3 data

* start\_time
* end\_time
* event\_name

precondition: 0<=start\_time<end\_time<=24

Create a constructor so that user can initialize a new event.

Ex:

Event one(7, 9, "Breakfast")

For simplicity, assume the start time and end time will always start at the hour

1. Class member function **rename**, which will rename the event

Ex:

one.rename("Lunch") then the event will be renamed to Lunch

1. Class member function **duration**, which will display the duration of the event.

Ex:

one.duration() will have "1 hour" display on the screen

1. Class member function **show**, which will show the data of the event

Ex:

one.show() will show the following:

Breakfast: from 7 to 9

1. Class member function **equal**, which will return True if two events are equal, False otherwise

Ex:

Event one(7, 9, "Breakfast")

Event two(7, 9, "Breakfast")

one.equal(two) will return True

1. Class member function **overlaps**, which will return True if two events overlap. False otherwise

Ex:

Event three(8, 10, "Run")

one.overlaps(three) will return True