Some readings:
https://www.tutorialspoint.com/python/python_classes_objects.htm
https://github.com/chenmingxue/Python_Learn-Practice_SmallProjects
https://www.pythonprogramming.in/object-oriented-programming.html

Example question with answer:

A. Write a Rectangle class in Python language, allowing you to build a rectangle with length and width attributes.
B. Create a Perimeter() method to calculate the perimeter of the rectangle and a Area() method to calculate the area of the rectangle.
C. Create a method display() that display the length, width, perimeter and area of an object created using an instantiation on rectangle class.
D. Create a Cuboid child class inheriting from the Rectangle class and with a height attribute and another Volume() method to calculate the volume of the Cuboid.

```
class Rectangle:
    # define constructor with attributes: length and width
    def __init__(self, length , width):
        self.length = length
        self.width = width

    # Create Perimeter method
    def Perimeter(self):
        return 2*(self.length + self.width)

    # Create area method
    def Area(self):
        return self.length*self.width

    # create display method
    def display(self):
        print("The length of rectangle is: ", self.length)
        print("The width of rectangle is: ", self.width)
        print("The perimeter of rectangle is: ", self.Perimeter())
        print("The area of rectangle is: ", self.Area())

class Cuboid(Rectangle):
    def __init__(self, length, width , height):
        Rectangle.__init__(self, length, width)
        self.height = height

    # define Volume method
    def volume(self):
        return self.length*self.width*self.height

myRectangle = Rectangle(7 , 5) #create Rectangle object
myRectangle.display()  #calling the method on the object
print("----------------------------------")
myCuboid = Cuboid(7 , 5 , 2) #create a Cuboid object
print("the volume of myCuboid is: " , myCuboid.volume())
```

Feel free to add additional functionalities like Square, Cube, etc.

Question 1

A. Define a Book class with the following attributes: Title, Author (Full name), Price.
B. Define a constructor used to initialize the attributes of the method with values entered by the user.
C. Set the View() method to display information for the current book.
D. The following lines should work.

```
MyBook = Book('Python Course' , 'Eric Matthes' , '23 $')
print( MyBook.view())
```

Question 2

A. Define a Circle class allowing to create a circleC (O, r) with center O(a, b) and radius r using the constructor:

```
    def __init__(self,a,b,r):
        self.a = a
        self.b = b
        self.r = r
```

B. Define an Area() method of the class which calculates the area of the circle.
C. Define a Perimeter() method of the class which allows you to calculate the perimeter of the circle.
D. Define a testBelongs() method of the class which allows to test whether a point A(x, y) belongs to the circle C(O, r) or not.
(Hint equation of circle is (x-a)**2 + (y-b)**2 - r**2 = 0)
E. Create a Cylinder child class inheriting from the Circle class and with a height attribute and another Volume() method to calculate the volume of the Cylinder.

Question 3

A. 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.
B. Create a constructor with parameters: accountNumber, name, balance.
C. Create a Deposit() method which manages the deposit actions.
D. Create a Withdrawal() method which manages withdrawals actions.
E. Create an bankFees() method to apply the bank fees with a percentage of 5% of the balance account.
F. Create a display() method to display account details.
G. Give the complete code for the BankAccount class.

Feel free to add any additional functionalities!