

MODULE 2 - PYTHON OOPS

- Q1.** Create a class, Triangle. Its init() method should take self, angle1, angle2, and angle3 as arguments.
- Q2.** Create a class variable named number_of_sides and set it equal to 3.
- Q3.** Create a method named check_angles. The sum of a triangle's three angles should return True if the sum is equal 180, and False otherwise. The method should print whether the angles belong to a triangle or not.
- Q4.** Write methods to verify if the triangle is an acute triangle or obtuse triangle.
- Q5.** Create an instance of triangle class and call all the defined methods.
- Q6.** Create three child classes of triangle class - isosceles_triangle, right_triangle and equilateral_triangle.
- Q7.** Define methods which check for their properties.
- Q8.** Create a class isosceles_right_triangle which inherits from isosceles_triangle and right_triangle.
- Q9.** Define method to check for properties.