1. Create a class named rectangle
2. Create a rectangle object with attributes of length and width
3. Prompt the user to enter the desired length and width to define the attributes of object rectangle
4. Create a perimeter method to calculate the perimeter of the rectangle object with the given length and width attributes
5. Create an area method to calculate the perimeter of the rectangle object with the given length and width attributes
6. Create a display method that that displays the length, width, perimeter and area of the rectangle object that instantiates form the rectangle class
7. Create a Parallelepiped class that inherits the length and width attributes from the rectangle class
8. Create a Parallelepiped object with the inherited length and width attributes from the rectangle class and add another attribute height
9. Prompt the user to enter the desired height to define the attributes of object Parallelepiped
10. Create a volume method that calculates the volume of the Parallelepiped object utilizing the length, width, and height attributes
11. Redefine the display method in class parallelepiped class that that displays the volume of the parallelepiped object
12. Call the display methods to get the program running
13. Create a unit test to test and see if the perimeter, area, and volume methods are computing properly