LAB CYCLE 6

1. Create a Rectangle class with attributes length and breadth and methods to find area and perimeter. Compare two Rectangle objects by their area.

2. Define a class to represent a bank account. Include the following details like name of the depositor, account number, type of account, balance amount in the account. Write methods to assign initial values, to deposit an amount , withdraw an amount after checking the balance, to display details such as name, account number, account type and balance.

3. Create a class Publisher with attributes publisher id and publisher name. Derive class Book from Publisher with attributes title and author. Derive class Python from Book with attributes price and no_of_pages. Write program that displays information about a Python book. Use base class constructor invocation and method overriding.