## S T E P computer academy

### Practice

# Course: Introduction to Programming Using Python

**Module 9. Object-Oriented Programming.** 

**Topic. Static Methods. Part 3** 

#### Task 1

Add a static method to the Human class that when called returns the number of created Human class objects.

#### Task 2

Create a class to calculate the area of geometric shapes. The class should provide functionality for calculating the area of a triangle using various formulas, the area of a rectangle, the area of a square, the area of a rhombus. Class methods for calculating the area should be implemented with static methods. The class should also count the number of calculations and return that value using a static method.

#### Task 3

Create a class to find the largest and the smallest of four arguments, the average, and the factorial. Implement this functionality as static methods.