1.Understand and Implement the requirement for creating class and create methods to perform create, read, update and delete the value for each attribute class variables with the help of class methods?

2.Build a python program for student entity to store and manipulate multiple instances for students?

3.Implement a python program to handle a common feature for all birds instances?

4.create a mobile entity class with minimal features for base version and update advance features in advance version?

5.Demonstrate how a super class constructor can be accessible by child classes?

6.Display multiple types of inheritance’s with real world entities as example and use constructor and method chaining process in it?

7.Create a functionality that takes a single value to find a no is prime or not and modify the implementation in child class where it takes two no to find prime no’s in between those no?

8.Create a program to present different methods in a class and use doc strings to provide basic functionality of the methods?

9.Create a logical program for finding a given no is palindrome no or not?

10.Implement a functionality that checks a no is ArmStrongNumber or not?