

# Python OOP – Practice Set

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This set is based on the topics we've covered so far:

- Introduction to OOP
- Classes and Objects in Python
- Constructors in Python
- Instance and Class Attributes
- Inheritance and Polymorphism
- Method Overriding and Operator Overloading

These are simple starter questions to get you comfortable with object-oriented programming.

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## 1. Create a Simple Class and Object

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Create a class `Car` with a method `drive()` that prints `"Car is moving"`.  
Create an object of `Car` and call `drive()`.

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## 2. Constructor and Attributes

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Create a class `Person` with a constructor ( `__init__` ) that accepts `name` and `age` as arguments and stores them as instance attributes.  
Create an object and print the person's name and age.

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### 3. Simple Inheritance

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Create a base class `Animal` with a method `sound()` that prints `"Some sound"` .

Create a derived class `Dog` that overrides `sound()` to print `"Bark!"` .

Create an object of `Dog` and call `sound()` .