

Python OOP – Practice Set

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.

1. Create a Simple Class and Object

Create a class `Car` with a method `drive()` that prints `"Car is moving"`.

Create an object of `Car` and call `drive()`.

2. Constructor and Attributes

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.

3. Simple Inheritance

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()` .