1. Create a class to represent a **person**. The class should have the following attributes: name, surname, age, address, and phone number. It should also have the following methods:
    - Constructor: initializes the attributes with default values.
    - Getters and setters: to access and modify the attributes.
    - Method to print the person's information.
2. Create a class to represent a **car**. The class should have the following attributes: make, model, colour, number of doors, and engine power. It should also have the following methods:
    - Constructor: initializes the attributes with default values.
    - Getters and setters: to access and modify the attributes.
    - Method to print the car's information.

3. Create a class to represent a **bank account**. The class should have the following attributes: account number, holder, balance, and account type. It should also have the following methods:
    - Constructor: initializes the attributes with default values.
    - Getters and setters: to access and modify the attributes.
    - Method to deposit money.
    - Method to withdraw money.
    - Method to print the account balance.

4. Create an abstract class **Figure.** The class should have the following attributes: area, and perimeter. Define methods to calculate the area and perimeter of a geometric figure. Create derived classes of Figure to represent the following types of geometric figures: circle, square, triangle.

    a. **Square**. The class should have the following attributes: side. It should also have the following methods:
        - Constructor: initializes the side attribute with a default value.
        - Method to calculate the area of the square.
        - Method to calculate the perimeter of the square.

    b. **Circle**. The class should have the following attributes: radius. It should also have the following methods:
        - Constructor: initializes the radius attribute with a default value.
        - Method to calculate the area of the circle.
        - Method to calculate the perimeter of the circle.

    c. **Triangle** (equilateral)**.** The class should have the following attributes: side. It should also have the following methods:
        - Constructor: initializes the side attribute with a default value.
        - Method to calculate the area of the triangle.
        - Method to calculate the perimeter of the triangle.