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**Exercise 7**

**(1)Write a class named Rectangle. Take the appropriate attributes and methods. Instantiate this class to use its attributes.**

**(2)Create a class Circle with attributes center and radius. Add methods for area and circumference calculation. Now create circle objects to use these methods.**

**Give the provision to take circle attributes from the user.**

**(3)Create a class named Account. An Account object can have following attributes:**

**Account Number**

**Account Holder**

**Account Type**

**Balance**

**credit\_account()**

**debit\_account()**

**get\_interest() (SI)**

**get\_account()**

**set\_account()**

**Add some class attributes to this Account class. Provide the appropriate constructor.**

**(a) Create some sample bank account, use the listed methods and finally delete them.**

**(b) Dynamically create account objects by navigating through**

**a menu, such as: \*\*\*\*\*\*\*\*\*\*\*\*\*\***

1. **Create account**
2. **Withdraw amount**
3. **Deposit amount**
4. **Show Interest**
5. **Delete account**

**\*\*\*\*\*\*\*\*\*\*\*\*\*\* Enter your choice?**

**CODE**

1. **class Rectangle():**

**def \_\_init\_\_(self, l, w):**

**self.length = l**

**self.width = w**

**def rectangle\_area(self):**

**return self.length\*self.width**

**newRectangle = Rectangle(12, 10)**

**print(newRectangle.rectangle\_area())**

1. **class Circle():**

**def \_\_init\_\_(self, r):**

**self.radius = r**

**def area(self):**

**return self.radius\*\*2\*3.14**

**def perimeter(self):**

**return 2\*self.radius\*3.14**

**x=int(input("Enter the radius"))**

**NewCircle = Circle(x)**

**print(NewCircle.area())**

**print(NewCircle.perimeter())**

**x=int(input("Enter the radius"))**

**NewCircle1 = Circle(x)**

**print(NewCircle1.area())**

**print(NewCircle1.perimeter())**