

```

class Cat:
    def __init__(self, name, age):
        self.name = name
        self.age = age

    def info(self):
        print(f"I am a cat. My name is {self.name}. I am {self.age} years old.")

    def make_sound(self):
        print("Meow")

```

```

class Dog:
    def __init__(self, name, age):
        self.name = name
        self.age = age

    def info(self):
        print(f"I am a dog. My name is {self.name}. I am {self.age} years old.")

    def make_sound(self):
        print("Bark")

```

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cat1 = Cat("Kitty", 2.5)
dog1 = Dog("Fluffy", 4)

```

```

for animal in (cat1, dog1):
    animal.make_sound()
    animal.info()
    animal.make_sound()

```

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from math import pi

```

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class Shape:
    def __init__(self, name):
        self.name = name

    def area(self):
        pass

    def fact(self):
        return "I am a two-dimensional shape."

    def __str__(self):
        return self.name

```

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class Square(Shape):

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def __init__(self, length):  
    super().__init__("Square")  
    self.length = length
```

```
def area(self):  
    return self.length**2
```

```
def fact(self):  
    return "Squares have each angle equal to 90 degrees."
```

```
class Circle(Shape):  
    def __init__(self, radius):  
        super().__init__("Circle")  
        self.radius = radius
```

```
def area(self):  
    return pi*self.radius**2
```

```
a = Square(4)  
b = Circle(7)  
print(b)  
print(b.fact())  
print(a.fact())  
print(b.area())
```