Inheritance Exercise With Properties

(Rectangles & Squares)

1) Create a Rectangle class, it will have width and height attributes. and methods for computing its area and perimeter. Its __init__ method should receive width and height arguments. override __str__ to print the rectangle's data.

2) create a Square class. Make it inherit from Rectangle. its __init__ should receive only a single argument, length, that represents the size of both height and width. override __str__ to print the Square's data.

3) Modify the Square class so that changing width and height will change both (you can modify the Rectangle class, if you find it necessary, but try to find a way to do it without modifying the Rectangle class

4) create a function called max_area, it will receive a variable amount of rectangles and will return the largest areas among them

5) Create a simple program to test and show the code you made (create rectangles, & squares, modify and print their data, send them to max_area and print the result.