1. Create a parent class called Vehicle which takes in the name , max\_speed and mileage as the arguments when creating the object
2. Create a class called Bus which inherits the Vehicle class. Initiate the call to the parent class using super method
3. Create attributes within the bus class:
   1. seating\_capacity = 20
   2. num\_wheels = 6

And create methods:

* 1. open\_door: This should print as “door opening”
  2. start\_wiper: This should print as “wiper on”

1. Create an object of the bus class and print all the attributes of the vehicle class
2. Create another class called Car which inherits the vehicle class and add some attributes and methods to it. Create an object of the car class and demonstrate its attributes and methods
3. Add a string representation method to the vehicle class so that if any of the objects are printed it should return the name.