**Week 3 practice tasks**

Note: All of these tasks should be done by writing functions in a separate file having extension “py”. E.g

%run try.py

**Question1:** Create a Python class named **Rectangle** to represent rectangles. The class should have the following attributes and methods:

**Attributes:**

**width:** representing the width of the rectangle.

**height:** representing the height of the rectangle.

**Methods:**

**\_\_init\_\_(self, width, height):** Initializes the Rectangle object with the given width and height.

**area(self):** Returns the area of the rectangle.

**perimeter(self):** Returns the perimeter of the rectangle.

**is\_square(self):** Returns True if the rectangle is a square (i.e., width equals height), otherwise returns False.

**display(self):** Displays the details of the rectangle (width, height, area, and perimeter).

**Question2 :** Create a Python class **Student** with attributes name, roll\_number, and marks (a dictionary containing subject names as keys and marks as values). Implement a method to calculate the total marks obtained by the student.