Lecture 21 Exercises CS 51P – Fall 2022

1.	Define a class Rectangle with attributes width and height and method _	_init

2.	Define a function create_rect(w,h) that takes two arguments w and h, creates a
	rectangle with width w and height h, and returns that rectangle.
3.	Add a second constructor to your class Rectangle that takes three parameters (self, width, and height).
4.	Add astr method to your class Rectangle
5.	Modify your class Rectangle to add an additional method area that returns the area of the rectangle
6.	Write a main function that creates two Rectangles, uses the area method to compute the area of each and then prints which one is bigger