1. Perkovic 8.12
8.12 Add method distance() to the class Point. It takes another Point object as input
and returns the distance to that point (from the point invoking the method).

```python
>>> c = Point()
>>> c.setx(0)
>>> c.sety(1)
>>> d = Point()
>>> d.setx(1)
>>> d.sety(0)
>>> c.distance(d)
1.4142135623730951
```

2. Perkovic 8.13
8.13 Add to class Animal methods setAge() and getAge() to set and retrieve the age of
the Animal object.

```python
>>> flipper = Animal()
>>> flipper.setSpecies('dolphin')
>>> flipper.setAge(3)
>>> flipper.getAge()
3
```
3. Perkovic 8.14

8.14 Add to class Point methods up(), down(), left(), and right() that move the Point object by 1 unit in the appropriate direction. The implementation of each should not modify instance variables x and y directly but rather indirectly by calling existing method move().

```python
>>> a = Point(3, 4)
>>> a.left()
>>> a.get()
(2, 4)
```

4. Perkovic 8.15

8.15 Add a constructor to class Rectangle so the length and width of the rectangle can be set at the time the Rectangle object is created. Use default values of 1 if the length or width are not specified.

```python
>>> rectangle = Rectangle(2, 4)
>>> rectangle.perimeter()
12
>>> rectangle = Rectangle()
>>> rectangle.area()
1
```