1. Perkovic 8.12, 1st ed.

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
```


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
```

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, 1st ed. (based on Practice Problem 8.3, 2nd ed.)

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)
>>> rectange.perimster()
12
>>> rectangle = Rectangle()
>>> rectangle.area()
1
```