

1. Library Management System Welcome Message

Summary: Create a class to display a welcome message for library users when they open the system.

Class Name: Library

Method Name: displayWelcomeMessage

- **Access modifier:** public
- **Return type:** void
- **Static keyword:** Yes

Print this:

```
Welcome to the Library Management System!
```

2. Company Policy Awareness

Summary: Create a class to show a predefined company policy to employees.

Class Name: Company

Method Name: printCompanyPolicy

- **Access modifier:** public
- **Return type:** void
- **Static keyword:** Yes

Print this:

```
Company Policy: All employees must adhere to company policies regarding conduct, confidentiality, and professionalism.
```

3. Mobile Application Version Display

Summary: Create a class to show the current app version when the mobile app launches.

Class Name: App

Method Name: showAppVersion

- **Access modifier:** public
- **Return type:** void
- **Static keyword:** Yes

Print this:

```
App Version: 2.5.1
```

4. Retail Store Information Display

Summary: Create a class to display store hours and store address information for customers.

Class Name: Store

Method Names:

- displayStoreHours

- `displayStoreAddress`
- **Access modifier:** `public`
- **Return type:** `void`
- **Static keyword:** Yes

Print this in `displayStoreHours()` :

```
Store Hours: 9 AM - 9 PM
```

Print this in `displayStoreAddress()` :

```
Store Address: 123 Main Street, NY
```

Both methods should be called from the `main` method.

5. Game Information Before Starting

Summary: Create a class to display the game title, game rules, and loading screen before the game starts.

Class Name: `Game`

Method Names:

- `showGameTitle`
- `showGameRules`
- `showLoadingScreen`
- **Access modifier:** `public`
- **Return type:** `void`
- **Static keyword:** Yes

Print this in `showGameTitle()` :

```
Welcome to Adventure Quest!
```

Print this in `showGameRules()` :

```
Rules:  
1. Collect coins  
2. Avoid obstacles  
3. Reach the goal
```

Print this in `showLoadingScreen()` :

```
Loading game... Please wait
```

Call all three methods sequentially from the `main` method.
