1. Write a Java instance method named **getByteValue** that returns a **byte** value. Call this method from the main method, store the return value in a variable, and print it.
2. Write a Java instance method named **getShortValue** that returns a **short** value. Call this method from the main method, store the return value in a variable, and print it.
3. Write a Java instance method named **getIntValue** that returns an **int** value. Call this method from the main method, store the return value in a variable, and print it.
4. Write a Java instance method named **getLongValue** that returns a **long** value. Call this method from the main method, store the return value in a variable, and print it.
5. Write a Java instance method named **getFloatValue** that returns a **float** value. Call this method from the main method, store the return value in a variable, and print it.
6. Write a Java instance method named **getDoubleValue** that returns a **double** value. Call this method from the main method, store the return value in a variable, and print it.
7. Write a Java instance method named **getCharValue** that returns a **char** value. Call this method from the main method, store the return value in a variable, and print it.
8. Write a Java instance method named **getBooleanValue** that returns a **boolean** value. Call this method from the main method, store the return value in a variable, and print it.
9. Write a Java instance method named **getStringValue** that returns a **String** value. Call this method from the main method, store the return value in a variable, and print it.