1) Create an abstract class DiscountPolicy. It has a single abstract method computeDiscount that returns the discount for the purchase of a given number of item. The method has two parameters count and itemCost. Derive a class BulkDiscount from DiscountPolicy. It has a constructor that has two parameters minimum and discount rate. It has a method computeDiscount that computes the discount base on discount rate if the number of item is more than minimum. Otherwise, no discount is given. Derive a class OtherDiscount that computes the discount base on the table below

N (number of Item)	1 – 2	3 – 5	6 – 8	>8
Discount	0	10%	20%	30%

2) Create an interface Interest that has a single method computeInterest that return the monthly interest based on the balance in the account. Create the SavingAccount that implement the interface, the class has an instance variable called balance. Define the method to compute interest. The interest rate for saving account is 0.5% per year. Create the FixedAccount that implement the interface. The class has an instance variable called balance. Define the method to compute interest. The interest rate for saving account is 3% per year. Create a Tester class to test the program.

3) Create an abstract class 'Shape' with one attributed named ‘area’ of double type.
   - Write proper setter and getter for the attributes
   - Three abstract methods namely 'RectangleArea' taking two parameters, 'SquareArea' and 'CircleArea' taking one parameter each.
   - The parameters of 'RectangleArea' are its length and breadth, that of 'SquareArea' is its side and that of 'CircleArea' is its radius.
   - Now create another class 'Area' containing all the three methods 'RectangleArea', 'SquareArea' and 'CircleArea' for calculating the area of rectangle, square and circle respectively.
   - Create an ArrayList of Shape type. Your main () method must display the following first:

   Press (1) for calculating Rectangle Area
   Press (2) for calculating Square Area
   Press (3) for calculating Circle Area

   - You must create at least 3 shape type reference variable and assign area type object to them in this manner
   - Call the respective method for all three objects and display the area