**1. Create a class MessagePrinter with a method printMessage(String name) which prints the message "hello <name>".**

**2. Create a class Calculator with the following methods:**

**3. Create a class Employee with overloaded constructors to initialize employee details based on different combinations of arguments. Ensure the constructors support the creation of objects in various ways.**

**4. Create a class SeriesCalculator with a method calculateSum(int n) to calculate the sum of the first n numbers in the series 1 + 3 + 5 + 7 + .... Use the formula Sum = (n/2) \* [2\*a + (n-1)\*d], where "a" is the first term and "d" is the common difference.**

**5. Create a class Biggest that contains a single-dimensional array as a data member and a method display() to find and display the largest element of the array.**

**6. Create a class Rectangle with attributes length and width, each defaulting to 1. The class should include set and get methods for both attributes, and a method to calculate the area of the rectangle.**

**7. Create a class Person with firstName and lastName as data members. Override the toString() method to return the full name of the person. Define constructors to take appropriate parameters.**

**8. Create a Student class with name, rollNo, and marks as attributes. Write a method to calculate the grade based on the marks and display the grade. Create multiple instances of the Student class and print their grades.**

**9. Write a program to accept three numbers and find the largest of the three using method overloading.**

**10. Write a program to accept a number and display its last digit in words using a method in a class.**

**11. Create a program that keeps track of the number of objects created and displays the count in a function called display().**

**12. Write a program to accept a student’s name and three marks. Calculate the total and average, and display the result using a class and object.**

**13. Create a class Car with attributes make, model, and year. The class should have a method displayDetails() that prints the details of the car. Include a constructor to initialize these attributes. Create an instance of the Car class and display its details.**

**14. Create a class BankAccount with members AcctNo, balance, and AcctType. Implement the following operations:**

**15. Create a program to accept three numbers and find the largest and second largest numbers using object-oriented principles.**

**17. Create a class Employee with members empNo, name, department, and salary. In main, create a reference variable of type Employee, allocate memory for the Employee object using the new operator, and initialize the data members using command line arguments. Display the data members.**