

1. Write a program to create a class that contains a method that accepts compass directions and displays the same. In addition, you need to ensure that the method must accept any one of the directions: NORTH, SOUTH, EAST, WEST, NORTHEAST, SOUTHEAST, SOUTHWEST, or NORTHWEST.

5. Furniture and Fittings Company (FFC) manufactures several furniture items, such as chairs and bookshelves. The furniture items in the company have some common characteristics, such as price, width, and height. However, some furniture items have some specific details. For example, a bookshelf has a number of shelves. Now, write a Java program that uses the concept of abstract class to store and display the details of furniture items.

4. • Mark has been assigned a task of developing a game console. In this game console, he needs to ensure that the following functionalities are implemented: Each game in the game console must offer functionalities, such as play game, compute score, and display score. The display score functionality will remain the same for all the games. However, the play game and compute score functionalities will be different for each game. In the initial phase, you do not need to implement the logic of the functionalities. However, display appropriate messages, such as the play game functionality will display the message, Starting the game. Now, help Mark to achieve the preceding requirements.

1. Write a program to display the number of objects created for a class.

Override the toString method of the Object class in the Employee class and in the Manager class. You will create an EmployeeStockPlan class with a grantStock method that uses the instanceof operator to determine how much stock to grant based on the employee type.