1) shapeA is an interface with method Draw(). The interface shapeB with method Draw2() extends shapeA. shapeC is another interface with method Draw3(). Create a class circle which should implement the interfaces shapeA,shapeB and shapeC.

2) Create an interface Engine with methods start() and stop(). petrolEngine class implements Engine. Write a code to get speed and distance as input from the user and return corresponding fuel usage.

3) In a banking application, customer wants to know the scheme details of both savings account and current account. Write a program to access the details of both accounts and display it to the customer.

